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ABSTRACT

More than 125 simulation and other games related to law are listed in one or more of six sections of this catalog. The section categories are Basic Concepts of Law, The Constitution, The Bill of Rights, Current Issues, The Political Process, and Teacher Resources. Within each section materials are listed alphabetically according to the author's last name. Each entry includes recommended grade levels, author, title, distributor, release date, price, number of players and amount of time needed to play, and a brief annotation. At the end of the catalog are lists of the project series contained in this book, distributors' ordering addresses, and an index. (ND)

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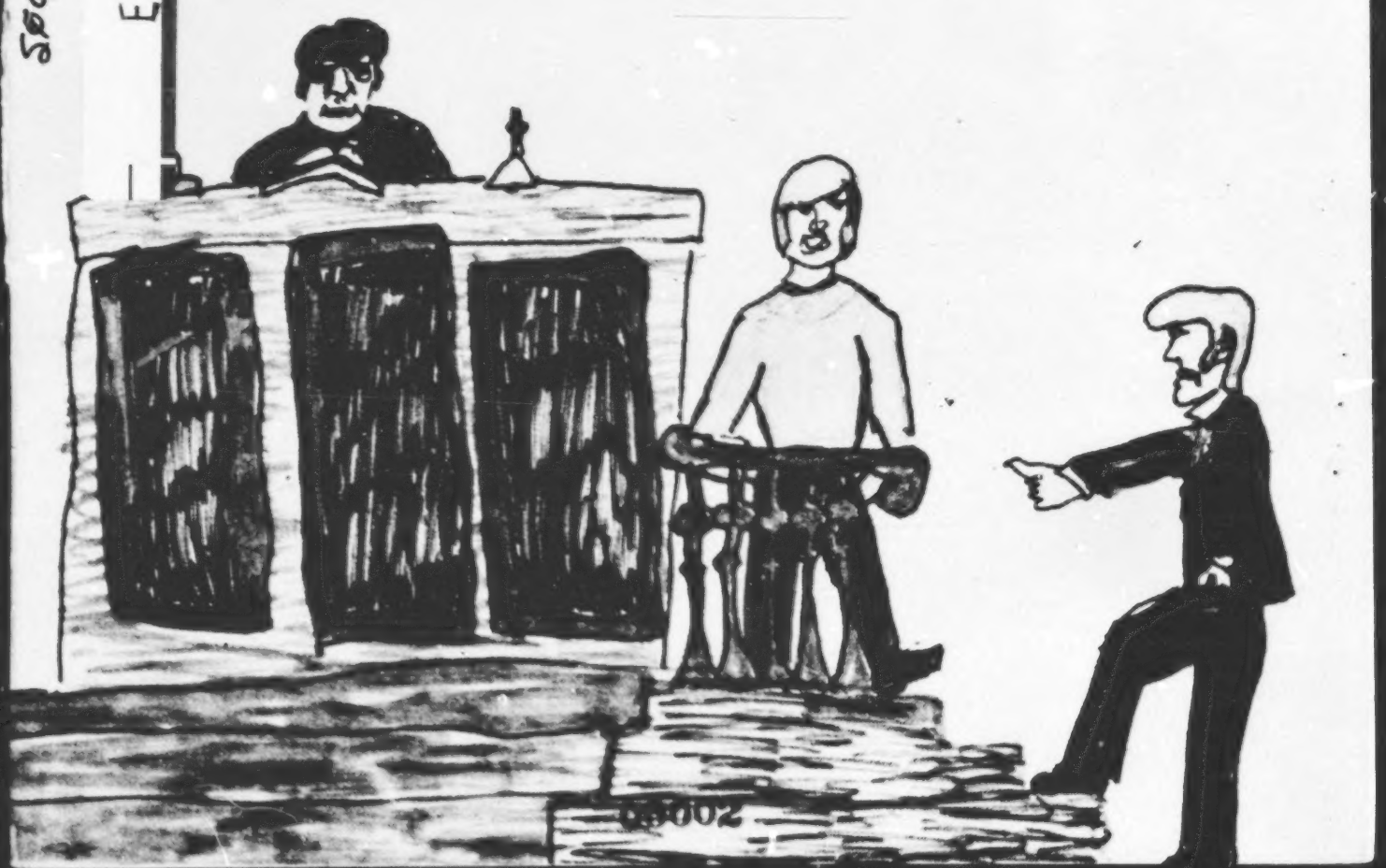
ABA Special Committee
on Youth Education for Citizenship
Working Notes, No. 9

GAMING

An Annotated Catalogue of Law-Related Games and Simulations



GAMING

An Annotated Catalogue of Law-Related Games and Simulations

ABA Special Committee on Youth Education for Citizenship
Working Notes, No. 9

Editor:
Susan E. Davison
Assistant Staff Director, YEFC

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YEFC PUBLICATIONS

YEFC publishes a number of other books and booklets on law-related education. For complimentary single copies and information about costs of multiple copies, please write to Norman Gross, American Bar Association, Special Committee on Youth Education for Citizenship, 1155 East 60th Street Chicago, Illinois 60637.

Bibliography of Law-Related Curriculum Materials: Annotated
(Lists and describes more than 500 books and pamphlets.)

Media: An Annotated Catalogue of Law-Related Audio-Visual Materials
(Lists and describes more than 400 films, filmstrips, and tapes.)

Directory of Law-Related Educational Activities
(Provides information on more than 250 projects throughout the country.)

Law-Related Education in America: Guidelines for the Future
(Recommends guidelines for the administration, funding, and pedagogy of projects.)

The $$ Game: A Guidebook on the Funding of Law-Related Educational Programs
(Offers suggestions on identifying funding sources, writing funding proposals, securing community support, and institutionalizing programs.)

Reflections on Law-Related Education
(Contains articles on the rationale and objectives of law-related education.)

Help! What To Do, Where To Go?
(Describes various projects and teacher-training programs, and discusses the role of bar associations.)

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American Bar Association
1155 East 60th Street
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OCT 1 7 1975

INTRODUCTION

Recently, YEFC published *Media: An Annotated Catalogue of Law-Related Audio-Visual Materials,* the first comprehensive listing of non-print materials in law-related education. Now, in order to provide further assistance to educators and others who wish to take students beyond mere "book learning" and help them learn through action strategies, YEFC has published *Gaming*. While we do not believe that games and simulations should provide the primary basis for learning law-related concepts, we do believe that they can reinforce knowledge, encourage careful thought about significant issues, and greatly contribute to the growth of reasoning skills in all types of students, from kindergarten through twelfth grade.

In our Guest Commentary, "Simulation—A Classroom Imperative," Todd Clark, National Education Director of the Constitutional Rights Foundation and author of a number of simulation games, offers his personal perspective on the value and uses of classroom simulations. We offer special thanks to Todd for lending his experienced and thoughtful observations, suggestions, and ideas to this publication. His article provides an apt introduction to the more than 125 simulation games described in this booklet. Also included in the catalogue are several board games and card games, role-playing activities, and books and pamphlets which can help teachers use simulations more effectively and design their own activities.

YEFC staff has reviewed all of the materials described in this booklet. Unfortunately, we were unable to play all the games, so descriptions are based on impressions gleaned by educators on the staff. The descriptions try to be non-evaluative, while providing readers with enough information to decide whether further examination of the materials is warranted. As not every item was reviewed by a lawyer, we cannot insure the accuracy of legal information presented by the materials. In selecting materials, we requested review copies from commercial and non-commercial publishers and distributors. Most were able to supply us with materials. We do not include those games we were unable to review.

YEFC staff has worked hard in putting together this issue of *Working Notes*. Susan Davison collected, reviewed, and annotated all materials. Ms. Davison, who is also editor of *Media*, has brought a unique combination of talents as a classroom teacher, law-related education specialist, and tireless and experienced bibliographer to the publication of this book. Other YEFC staff contributed greatly to the preparation of *Gaming*. Charles White provided helpful and cheerful editing of each annotation, and helped to improve the overall structure and organization of the catalogue. Shirley Auer, Jane Koprowski, and Sydney Unnerstall typed and retyped each annotation with great care and skill, often making suggestions for improvements in the text.

Even as this booklet goes to press, we are receiving many new materials which must await publication of a supplement. In addition, we have no doubt missed some materials which should have been included. If you are aware of useful law-related games and simulations not listed in *Gaming*, please let us know by completing and sending us the suggestion form on the last page of this book.

Norman Gross, Staff Director
Special Committee on
Youth Education for Citizenship

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Credits:

Design/Les Siemens
Cartoon/Les Siemens
Cover Drawings/Bobby Nichols, age 14

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Guest Commentary:

SIMULATION— A CLASSROOM IMPERATIVE

By Todd Clark
National Education Director
Constitutional Rights Foundation
Los Angeles, California

Teaching young people how to manage frustration and conflict must become a principal goal of education. The quality of American life, illustrated by a rising crime rate, school violence, poverty, voter apathy, and declining faith in our institutions, indicates the need for better preparation of our young for lives in this society. As we increasingly recognize that we live in a world of diminishing resources and increasing demands, we must also acknowledge the growing potential for national and international violence and severe social upheaval.

Certainly, this is not intended to suggest that the use of classroom simulations can successfully resolve problems of such magnitude. However, simulations do represent one way by which the schools can increase the degree to which people understand the difficulties inherent in the successful management of interpersonal, political and economic conflict. Role-playing and simulation can help teach young people how to more effectively manage conflict in their lives and in their world. Through active involvement and analysis, two essential ingredients in simulations, students can develop useful insights regarding the complexities of our society and the difficulty of conflict management.

Before it is possible for students to support or oppose public policies related to local and national affairs they need to sense how hard it is for people to deal with the problems which are a part of all public life. Students need to know what it feels like to be:

A policeman on patrol facing an unruly group of juveniles

A defendant found guilty of a serious crime facing a judge who can sentence him to years in prison

A probation officer who has just discovered that one of his charges has committed a serious crime

The mayor of a city, a legislator or a city councilman facing an irate group of constituents

A welfare mother who has just been arrested for shoplifting

The President of the United States involved in a crisis that could cause civil war

By taking the roles of other individuals in simulations students learn how it feels to be caught in a conflict that must somehow be resolved; they can better understand the pressures and learn the skills that are essential to successfully managing conflict in a free society. They can understand that our legal and political system which may seem to be made up of faceless bureaucracies are really run by people. They can learn to analyze and evaluate how and why our system succeeds and fails.

We live in an age of sophisticated technology. All of us have been influenced to believe that because it is possible for us to land men on the moon, we can effectively solve our social, economic and political problems if we really want to. As we grow older and observe that the solutions to problems involving people are hard to come by, we become more accepting or more apathetic regarding failures of our system. But for young people, the recognition of societal failures can cause frustration, outrage, violence or apathy. For example, our failure to provide justice and equality for all must appear to many young Americans to be proof that we do not really care. It is difficult for them to understand the incredibly complex interplay of individuals, interest groups, political and institutional forces and the other limitations and constraints which make significant changes so hard to achieve.

Simulations can be of great assistance in teaching management skills and an appreciation of the problems inherent in achieving goals in an organized fashion. These activities range from very simple role-playing situations to highly complex procedures designed to simulate national and international crises. The time required to use such materials in the classroom can range from a few minutes to many weeks. The skills needed to manage and participate in simulations can vary from being able to follow simple instructions to dealing with highly complex mathematical scoring systems. Many simulations are built around hypothetical incidents and are intended to provide insights into the manner in which conflict can be managed. Others were developed to illustrate the manner in which actual historical crises occurred and were managed. The former are usually open-ended with regard to outcome and are designed to illustrate the many variables involved in social, economic and political systems and the variety of choices which can be selected in an effort to manage such conflicts. The

latter control the variables so that, while students role-play the events, the outcome is predetermined.

Whatever the form or degree of complexity that a particular activity may take, it is essential for teachers to recognize that it will be of value only if sufficient time is given to an analysis of the activity. To role-play the police or Congress or the United Nations contributes little to student understanding unless adequate time is given to analysis of the issues involved. If sufficient time is given to the examination of what took place, a simulation can be a dramatically successful means of introducing a subject to be studied or for learning to apply broad principles already examined to an actual problem.

Simulations can also be used to relate broad concepts to real issues. For example, the *Police Patrol* simulation (pp. 1, 13) deals specifically with a series of problems that policemen face on regular patrol assignments. At one level of understanding, this simulation can be used to teach about police procedures. On another more complex level, it can be used as a means of introducing a consideration of various concepts such as authority, social order, responsibility, or fairness. The simulation also serves as a means by which students can experience what it is like to be a policeman and identify and discuss their own attitudes and values regarding police in our society.

Simulations on local government, law and the justice system can also be used as a means by which community resources can be effectively used in the classroom. City councilmen, civil servants, lawyers, judges, probation and parole officers can all help bridge the gap between the simulation as a classroom activity and the reality of our governmental system and its law as they are actually practiced in the community. By using such resource people either during or after a simulated experience, students can relate to them with greater empathy than would be possible simply by inviting them to come as speakers to the class. Teachers will also find that their students are much more interested in what the visitors have to say, can ask more sophisticated questions and can see the problems of government and law as problems of people.

Another practical use for simulations on the political and legal system is as advance preparation for field trips or other activities in which students participate in their community. Simulations can help students identify problems in advance of field visits, work out questions to be used to gather information and to develop a generally more sophisticated view of what they will find before they leave the classroom.

How should simulations be selected? Such materials can be used either to supplement regular course work or as the basis for entire units of study. In some cases, a single simulation can be used in either way. A group of these activities may be selected to serve as the basic material for a course or unit of study. Before making an effort to select simulations, the teacher should take into account the objectives of the unit to be presented, the amount of time available for the use of simulations and the ability level of the students. After considering each of these factors, it should then be possible to select appropriate materials for the classroom.

While many teachers have been using simulations for a number of years, for those who will be trying this technique for the first time, it is important to avoid starting with complex activities. Try to select simple role-playing simulations which are easy to use. Look upon them as a training program for both teacher and student. After becoming acquainted with the process, it is then possible to move on to more difficult and complicated activities.

While it is often the case that new classroom materials are expensive, there are many simulations on the market which are available for a few dollars. It should not be beyond the means of any teacher or school district to acquire one or more of these activities for use in the classroom. Since it is possible that this technique can significantly alter the attitudes and understandings of young people regarding the political and legal system, it is hoped that there will continue to be a rapid growth in the use of such materials in the classroom.

While schools should make every effort to provide for community-based learning, it will never be possible for all students to participate in such experiences. We are fortunate that materials from this growing field can provide a reasonably accurate simulated environment in which students can gain a better understanding of the skills needed to peacefully manage conflict in our society.

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KEY TO THE CATALOGUE

The catalogue is divided into six major subject areas. Materials that relate to more than one subject area are listed in each appropriate section.

Part I, Basic Concepts of Law, includes materials which can help students consider some of the concepts on which a system of law is based, such as justice, responsibility, authority, and conflict resolution.

Part II, The Constitution, includes materials relating to that document and the three branches of government (in subsections entitled "The Executive Branch," "The Legislative Branch," and "The Judicial Branch").

Part III, The Bill of Rights, includes games which help enrich understanding of the rights and liberties guaranteed by the Bill of Rights. One of the subsections, "Justice Under Law: The Trial," contains a number of materials for mock trials.

Part IV, Current Issues, includes materials on urban problems, consumer problems, the environment, police-community relations, correctional procedures, and the use of public funds.

Part V, The Political Process, includes materials on campaigning, the operation of local, state, and national government, and international politics.

Part VI, Teacher Resources, is a section intended for teachers who want to know more about games and simulations. It lists other catalogues of games, as well as books describing how simulations can be designed and used effectively.

Within each section, materials are listed alphabetically according to the author's last name. Entries are laid out as follows:

Gr. 9-12 — GRADE LEVEL
Gillespie, Judith A. — AUTHOR
Influence: A Simulation of National Policy-Making (American Political Behavior series) — TITLE, SERIES
Ginn and Company (1972), $7.80 — DISTRIBUTOR, RELEASE DATE, PRICE
21-51 players, 4-5 class periods — NUMBER OF PLAYERS, TIME
Players become senators and representatives, government bureaucrats, reporters, interest group leaders, and the president in this simulation of policy-making on major issues before Congress. Includes teacher's guide, participant guides, and duplicating masters. — ANNOTATION

Grade levels are generally those recommended by the publishers. However, we strongly recommend that teachers preview all classroom materials to judge suitability for their students. Listings specifying "Teacher" indicate resource materials on simulation or materials which might be appropriate for teacher-training programs.

After the *author* comes the *title*. If the title is part of a *series*, it is noted.

The *distributor* and *release date* are followed by a *price*.

The last line indicates the *number of players* and amount of *time* needed to play. In some instances time is indicated in terms of "class periods" (45-60 minutes each). Time does not include teacher preparation time or student preparation time, if not part of the game activity itself. Most playing times should be considered flexible, as should the rules, required number of players, and other aspects of many games. Often games can be simplified or made more complex, depending on the objectives of the teacher.

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Where books, rather than games, are described, the last line of information will indicate number of pages and whether the book is in paperback or hardcover.

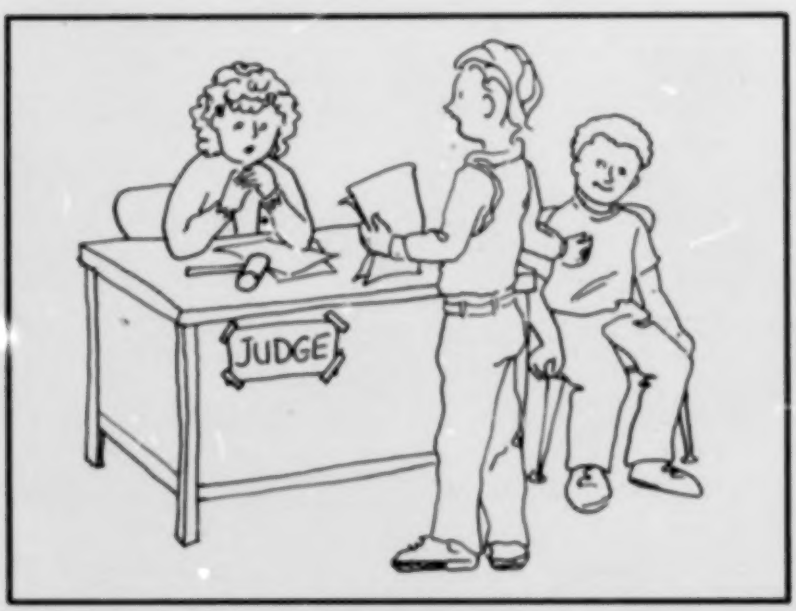
The *annotations* contain brief descriptions of the games, the materials included, and other pertinent information. Though we have attempted to eliminate games which are clearly inappropriate, we have tried to avoid judgmental statements in annotations. Teachers should independently consider the educational value of each item. The games represent a wide variety of educational styles and objectives. While most are designed to promote discussion about open-ended issues, some are designed to teach specific concepts and help students remember facts.

There are several important lists at the end of the catalogue. The *series* listing contains all titles in each series referred to in the main body of this book. We include every title in the series (including materials which are not law-related) because teacher and librarians may wish to buy or review the complete series.

A *list of distributors* follows, indicating the best address to use in placing an order.

The *index* lists titles, authors, and distributors alphabetically.

The last page of this book asks for *suggestions for future editions*. We are sure that we have missed some relevant materials, and ask you to let us know of games and simulations you have found useful. We also hope you will let us know if you have any recommendations which could help us improve the format or general structure of this book. In your search for new educational materials we hope you will contact law-related projects in your area. Many of them have "home grown" materials which you may find useful.



"The defendant is accused of a crime which we'll understand when we're older. . . ."

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I. BASIC CONCEPTS OF LAW

Gr. 6-12, teacher
Allen, Robert W. and Steve Aller
Strange Bedfellows
National Academic Games Project (1970), $6.00
2-4 players, 20-40 minutes

A quiz game in which players must match quotes from political, social, and intellectual leaders with their names, or match descriptions of religious and political systems with schools of philosophy. Aimed at making players consider an idea's validity before associating it with a particular movement or philosophy. Includes rule book, 10 games and answer score cards.

Gr. 4-12
American Universities Field Staff, Inc.
KORUPSI (Fieldstaff Perspectives of Teaching-Learning Series Packets for Secondary Schools)
American Universities Field Staff, Inc. (1974), $3.50
2-4 players, 15-30 minutes

A simple board game on which players move toward a government license by paying off officials, as well as by legitimate means and chance. *KORUPSI* (slang Indonesian word for "corruption") can be used to illustrate corruption in government and societies in which law is ineffective.

Gr. 12, teacher
Apter, Steven, Jon Bramnick and William D. Coplin
The Good Society Exercise: Problems of Authority, Justice and Order in Policy-Making (Syracuse Learning Packages in Political Science Series)
Learning Resources in International Studies (1973), $1.50
15-60 players, 2-6 hours

In this simulation society guarantees equal opportunity and equal rights. However, the six groups and central authority which comprise the society have differing amounts of power. The groups can petition to limit the power of the central authority and redistribute other power, while the central authority can engage in war with those who fail to live up to society's goals. Designed for college students but adaptable for use with advanced high school students. Manual includes all necessary information and forms.

Gr. 9-12
Beamer, Charles
You! Crisis Resolution Games (You! Games Series)
Creative Resources (1975), $9.95
2-5 players, 1-30 hours

Contains 27 role playing activities on such varied issues relevant to high school students as drug use, long hair, student participation in demonstrations, sex before marriage, and ecology. Designed to help the participant analyze values, develop problem-solving skills, and develop tolerance for the viewpoints of others. Includes teacher's guide and role cards.

Gr. 8-12, teacher
Bender, David L. and Gary E. McCuen
Constructing a Political Philosophy (Future Planning Games series)
Greenhaven Press (1972), $ .95
Unlimited players, 2-4 class periods

A series of activities through which students come to a better understanding of their own political ideas and those of other people. Includes activities in which students identify political and social leaders with economic and political philosophies, as well as a discussion format for relating political ideologies to specific current problems. Also contains suggested tactics for choosing a social philosophy to deal with future problems and social institutions. Teachers may want to expand on activities, since differences between "political" and "economic" philosophies are not made clear. Activities appear on one chart, copies of which should be provided to each student.

Gr. 7-12, teacher
Bender, David L. and Gary E. McCuen
Planning Tomorrow's Society (Future Planning Games series)
Greenhaven Press (1972), $ .95
Unlimited players, 2-3 class periods

A series of exercises designed to help students plan an improved society. Activities help them consider the relative benefits and limitations of a number of economic and social systems, order budget priorities, and understand other aspects of a complex social order. Activities appear on one chart, copies of which should be provided to each student.

Gr. 7-12, teacher
Clark, Todd
New School Game
Constitutional Rights Foundation (1970), $3.00
Unlimited players, 1-2 class periods

Participants meet to design a school by examining conceptions of what a school should be like. Students are later asked how their newly designed school could actually be implemented. The three-page guide includes all necessary information.

Gr. 7-12, teacher
Clark, Todd
Police Patrol
Simile II (1973), $12.50
20-35 players, 1-5 class periods

An even-handed approach to understanding a police officer's problems in carrying out his everyday duties. Includes 16 different role-playing situations. Can also be used to encourage discussions about the meaning of authority, the delicate balance between individual rights and the need to protect society, and other basic concepts of law. Includes teacher's manual, incident sheets, wall charts, police manuals, police call cards, observer evaluation forms, and attitude surveys.

Gr. 4-6
Dave, Ann, Holly Churchill and William B. Jarvis
Micro-Community II for Elementary Grades 4-5-6
Classroom Dynamics Publishing Company (1973), $49.50
20-40 players, 1-2 semesters (accompanying regular curriculum)

Students must create a micro-community in which a government is organized, a constitution developed, class laws made, law enforcement procedures explored, and an economy be made operable. Designed to indicate that actions which benefit the group in some ways also benefit individuals. May be integrated into already existing components of most elementary curricula. Includes teacher's manual, student worksheets and forms, posters, and play money.

Gr. 9-12, teacher
Feldt, Allan G.
CLUG: Community Land Use Game
The Free Press (1972), $5.50 (game manual only),
Urbex Affiliates Inc. (1972), $75.00 (complete kit)
5-20 players, 3-12 hours

A somewhat complicated simulation game giving students the opportunity to build a city based on principles similar to those operating when American cities were established. Players work in groups making decisions based on their private interests and the public good, showing the interrelationship between the two. Several variations of the game are provided. Instructor's manual and players' manuals provide all necessary information and forms.

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Gr. 12, teacher
Feraru, Anne T.
International Conflict (Consortium for International Studies Education Series)
Learning Resources in International Studies (1974), $2.00
Unlimited players, 12-26 class periods

A series of 12 exercises designed to give students insight into the nature of conflict, especially international conflict. Includes a self-inventory on attitudes toward conflict, an analysis of the ways social scientists approach conflict, role-playing exercises in which decisions concerning international conflict must be made, and other activities. Designed for college students, but adaptable for use by high school students. Manual includes all necessary information.

Gr. 12, teacher
Gamson, William A.
SIMSOC: Simulated Society (second edition)
The Free Press (1972), $4.95
20-60 players, 6 class periods

Simulates problems relating to power, authority, and leadership. Players are citizens who must make decisions affecting their public and private lives, and are thereby forced to question the nature of the social order. Although designed for college students, can be used with some advanced high school classes. Instructor's manual and participants' manual contain all necessary forms and information.

Gr. 8-12, teacher
Goodman, Frederick L.
They Shoot Marbles Don't They?
Urbex Affiliates Inc. (1973), $40.00
8-30 players, 2-4 hours

Players experiment with rule-governed behavior in the context of a marble shooting game. Marbles can represent any exchangeable commodity or skill necessary for survival. Only two rules are provided for Round 1, after which the "government" can create new laws which the "police" must enforce. Includes guide, felt playing surface, marbles, plastic building blocks, name tags, wooden dowels, plastic cups, police badges, and storage container.

Gr. 7-12, teacher
Irving, William S.
The Value Game: A Project in Art and Social Science
Seabury Press (1970), $1.95/teacher's book, $1.75/students' book
10-25 players, 1-3 class periods

The gameboard, which can be made with basic art supplies found in most schools, represents a values continuum on which players must place themselves in response to situations demanding value decisions. Designed to demonstrate the lack of consensus within any group and to assist students in clarifying their own values. Sample descriptions of situations are provided. Teachers are encouraged to design their own situations. Teacher's book contains the necessary directions. Students' book contains many other values clarification activities.

Gr. 7-12
Jarvis, William B.
Micro-Community (United States History)
Classroom Dynamics Publishing Company (1971), $49.25
20-40 players, 1 year (accompanying regular curriculum)

A one year plan to incorporate some realities of American life into the classroom along with more traditional book learning about American history. Can be used with most U.S. history texts. The class is divided into six micro-communities. The teacher continually introduces new stimuli which cause students to experience economic, political and social challenges relating to problems of inflation, drafting of laws, establishing a constitution, conducting elections, dealing with poverty, regulating private industry, controlling pollution, and other tasks. Includes teacher's lesson plan book, teacher's sample book, teacher's workbook, common stock certificates, retail forms, tax forms, stock market report forms, treasury forms, and play money.

Gr. 10-12, teacher
Kennedy, Charles L.
Constitution: A Simulation of a Convention Called To Revise the United States Constitution
Interact (1974), $12.00
35 players, 15 class periods

Students study the U.S. Constitution as they participate in a simulated constitutional convention which is considering many revisions of the original document. Includes teacher's guide and students' guides.

Gr. 9-12, teacher
Lauffer, Armand
Much Ado About Marbles
Gamed Simulations Inc. (1974), $85.00
20-60 players, 2½-6 hours

A somewhat complicated simulation game in which the "Game Overall Director" (G.O.D.) and the "Government" continually introduce new variables and rules. Players find that their roles develop and change as the game is played. They explore the complex interrelationships (overt and covert) among various parts of a functioning society, as well as the roles of law, government, and economic forces. Includes marbles, game board, dice, badges, role cards, and leader's guide.

Gr. 9-12, teacher
Lawson, Barry R.
New Town Educational Kit
Harwell Associates (1971), $28.00
3-20 players, 1-3 class periods

Simulates the creation of a new community 25 miles from a major city. Players attempt to build a pleasant community while acquiring wealth. They bid on and purchase property, erect buildings, and participate in town meetings. Intended to show the need for coalitions and compromise in creating viable communities. Includes playing board (map), building markers, play money, record sheets, dice, and plastic property markers.

Gr. 5-12
Linehan, Thomas E. and Barbara Ellis Long
The Road Game: A Project in Art and Social Science
Seabury Press (1970), $1.95/teacher's book, $1.45/students' book
16-32 players, 1-3 class periods

The game "board" (squares of large paper on the floor) can be constructed from art supplies available in most schools. Teams of students attempt to "build" (paint) the most roads while having to adhere to some intentionally complex rules. Disputes are bound to arise which the players themselves must settle. Intended to represent communication problems confronting diplomats and others representing groups which are interdependent. The game play is followed by a hearing at which complaints against other groups can be heard and decided by majority rule. Teacher's book contains all necessary information. Students' book contains several related exercises and activities.

Gr. 12, teacher
Rausch, Erwin
Scarcity and Allocation (Economic Decision Game Series)
Didactic Systems, Inc. (1968), $13.20
30 players, 2-4 hours

Simulates experience of people shipwrecked on a small island. They must develop their economy, work out modes of interdependence, and learn to balance priorities. Materials for thirty players are included.

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Gr. 1-6, teacher
Shaftel, Fannie R. and George Shaftel
Role-Playing for Social Values: Decision-Making in the Social Studies
Prentice-Hall, Inc. (1967), $10.95
431 pages, hardback

Discusses role playing and simulations especially as means of providing practice in decision-making. Places primary emphasis on role playing in the elementary grades. Includes numerous examples of how role playing can be used, as well as an extensive collection of stories which can serve as bases for role-playing activities about honesty, responsibility, fairness, and other basic legal/moral concepts.

Gr. 5-6
Shirts, R. Garry
Powderhorn
Simile II (1971), $15.00
18-35 players, 1-2 hours

A version of *Starpower* (also listed in this catalogue), adapted for elementary students. Students play pioneers who need to trade resources with one another. One group of traders eventually is given more power than the others and is in a position to make the rules which govern trading. Other groups may follow a number of alternatives to counteract the tyranny of the ruling group. Includes instructor's guide, wall charts, badges, and trading cards.

Gr. 7-12, teacher
Shirts, R. Garry
Starpower
Simile II (1969), $3.00 (for "Do It Yourself" instructions), $25.00 (for complete kit)
18-35 players, 1-2 class periods

An exercise in which players are grouped to simulate a low-mobility, tri-level society. In the early rounds, players follow rules to bargain for wealth (poker chips). One group is eventually given more power than the others and is designated as rule-maker for subsequent trading rounds. The other groups may follow a number of alternatives to counteract the tyranny of the ruling group. Complete kit includes instructor's guide, wall chart, poker chips, and group identification buttons.

Gr. 7-12, teacher
Twelker, Paul A.
Conducting Planning Exercises
Simulation Systems (1971), $3.00
16-36 players, 3-5 class periods

Gives suggested strategy for team problem solving. Gives examples of how it can be used with problems of student-teacher relations, pollution, drug abuse, sex education, and school discipline. Can also be adapted for use with any social or political problem. Instructor's book includes all necessary information.

Gr. 7-12, teacher
Twelker, Paul A. and Kent Layden
Humanus
Simile II (1973), $10.00
Unlimited players, 2 class periods or 1½ hours

Groups of five to seven players are isolated in a simulated "cell" after an epidemic has wiped out most of the world. They can communicate with other cells and receive survival information only through Humanus, a computer simulated by a tape recording. Players have to make crucial decisions about survival and social organization within a limited time period. Includes coordinator's guide and tape recording (cassette or reel-to-reel).

Gr. 7-12, teacher
Twelker, Paul A. and Kent Layden
To Make a Change
Simulation Systems (1974), $4.00
Unlimited players, 2 two-hour sessions

Through a series of exercises each group chooses a problem, works out a strategy for solving it and attempts to implement the strategy. Can be used to help students understand social or political change. May be adapted for younger students, as well as for varying time periods. Instructor's book contains all necessary information.

Gr. 7-12, teacher
Wilcoxson, Georgeann
Center City: A Simulation of Urban Poverty (Awareness Games Series)
John Knox Press (1973), $15.00
12-27 players, 2-5 class periods

Participants learn about the urban poor by playing Puerto Rican, black, Italian, and other teenagers, as well as "The Man." They experience the rewards and liabilities of home, school, community, church, the street, and other areas of life. Emphasizes need for cooperative community effort. Includes game director's manual, instruction sheets, forms, cards, markers, and name tags.

Gr. 9-12
Yount, David and Paul DeKock
Disunia: A Simulation of the 21st Century Paralleling the Problems of Sovereignty in 1781-1789
Interact (1973), $12.00
20-35 players, 2-4 hours

Students play citizens of the state of Disunia, a nation on the planet Edonia. The state is bound together by articles of confederation which are similar to our Articles of 1781. They must work together to settle questions of economics, slavery, law and the courts, and foreign affairs. Eventually they create a federal constitution. Includes players' manuals, administrator's manual, map, pressure cards, and playing forms.

Gr. 9-12, teacher
Zarecky, Gary
Moot: A Simulation of Legal Procedures Derived from Juvenile and Adult Law Cases
Interact (1972), $12.00
Unlimited players, several days (in and out of class)

Role playing realistically simulates crimes, arrests, and trials in order to help students understand the need for law and obtain legal knowledge and analytical skills. Simulations include a drug "bust", juvenile court case, and civil law (contracts) case. Several optional cases (murder, assault and battery, school law, draft evasion, robbery) are outlined. Guide includes class assignments, an overview of the American court system and some laws, a questionnaire, subpoenae, and play money, as well as simulation procedures.

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II. THE CONSTITUTION

Gr. 7-12
Civic Educational Aids Co.
Election U.S.A.
Civic Educational Aids Co. (1968), $14.95
2-40 players, 1 or more class periods

A board quiz game in which correct answers to factual questions about the Constitution and the American political system gain electoral college votes for presidential candidates. The first player(s) to gain 270 electoral votes win(s) the game and the presidential election. Includes playing board, spinner, score pads, question cards, and electoral vote cards.

Gr. 12, teacher
Coplin, William D. and Leonard Stitelman
The American Constitutional Convention (American Government Simulations Series)
Science Research Associates, Inc. (1969), $1.25
32-49 players, 2-6 hours

Simulates the Constitutional Convention, including caucus activities for each state, nominating convention, nominating convention recess, and approving convention. Students play the delegates. Fewer or more students than the recommended number may play, although the effectiveness of the game may be somewhat diminished. The instructor chooses one to five issues which were considered by the founding fathers (the federal executive branch, the federal legislative branch, the federal judiciary, federal-state relations, and procedures for amending the Constitution). Designed for college students, but may be used with advanced high school students.

Gr. 7-12, teacher
DeKock, Paul and David Yount
Destiny
Interact (1969), $12.00
16-35 players, 5-15 class periods

Simulates the political situation in 1897-1898 as President McKinley and the Congress must decide whether or not to declare war on Spain. Participants play President McKinley and members of pro- and anti-war factions (Spanish diplomats, Cubans in the U.S., businessmen, newspapermen, imperialists, anti-imperialists) as they deal with the foreign policy issues of the time. Includes instructor's guide, players' manuals, and team manuals. Guide includes an overview test and exercises which encourage students to distinguish fact from opinion.

Gr. 9-12
Gillespie, Judith A.
Influence: A Simulation of National Policy-Making (American Political Behavior series)
Ginn and Company (1972), $7.80
21-51 players, 4-5 class periods

Players become senators and representatives, government bureaucrats, reporters, interest group leaders, and the president in this simulation of policy-making on major issues before Congress. Includes teacher's guide, participant guides, and duplicating masters.

Gr. 10-12, teacher
Kennedy, Charles L.
Constitution: A Simulation of a Convention Called To Revise the United States Constitution
Interact (1974), $12.00
35 players, 15 class periods

Students study the U.S. Constitution as they participate in a simulated constitutional convention which is considering many revisions of the original document. Includes teacher's guide and students' guides.

Gr. 8-12
Krause, William and David C. Sischo
Six Involvement Exercises for United States History Classes (Vols. 1-4)
Involvement (1974), $10.00/Volume

Each of the four volumes contains six activities, including inquiry exercises, role playing, and simulations on historical, political, and legal subjects. Includes material on the electoral college, presidency, the Korematsu trial (legality of relocation and internment of Japanese Americans during World War II), Dred Scott trial (rights of slaves), the Pullman trial (legality of railroad strikes), and many other subjects.

Gr. 9-12
Yount, David and Paul DeKock
Disunia: A Simulation of the 21st Century Paralleling the Problems of Sovereignty in 1781-1789
Interact (1973), $12.00
20-35 players, 2-4 hours

Students play citizens of the state of Disunia, a nation on the planet Edonia. The state is bound together by articles of confederation which are similar to our Articles of 1781. They must work together to settle questions of economics, slavery, law and the courts, and foreign affairs. Eventually they create a federal constitution. Includes players' manuals, administrator's manual, map, pressure cards, and playing forms.

THE EXECUTIVE BRANCH

Gr. K-12
Alpern, Louis and Robert W. Allen
A Man Called Mr. President
National Academic Games Project (1970), $6.00
2-4 players, 10-60 minutes

A quiz game emphasizing factual information about presidents from Washington through Nixon. Alternative rules make the game suitable for different grade levels. Some of the games are open-ended and player-managed. Includes rule book, president cards, president chart, clue masks, and token.

Gr. 12, teacher
Coplin, William D. and Leonard Stitelman
Budgetary Process (American Government Simulations Series)
Science Research Associates, Inc. (1969), $1.25
Unlimited players, 2 class periods, 3 homework hours

All students are asked to become presidential advisors and, as a homework exercise, prepare recommended budgets for six HEW programs. They must try to increase presidential popularity and take into account the need for congressional approval. Class discussion includes public justification and private strategic explanations for budget allocations. Tables based on various assumptions about the political environment assist the instructor and class in evaluating the budgets. Designed for advanced high school and college students.

Gr. 7-12, teacher
DeKock, Paul and David Yount
Destiny
Interact (1969), $12.00
16-35 players, 5-15 class periods

Simulates the political situation in 1897-1898 as President McKinley and the Congress must decide whether or not to declare war on Spain. Participants play President McKinley and members of pro- and anti-war factions (Spanish diplomats, Cubans in the U.S., businessmen, newspapermen, imperialists, anti-imperialists) as they deal with the foreign policy issues of

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the time. Includes instructor's guide, players' manuals, and team manuals. Guide includes an overview test and exercises which encourage students to distinguish fact from opinion.

Gr. 10-12
Rosser, David
Spiral: A Simulation of Our Struggle To Control Inflation
Interact (1974), $8.00
35 players, 3-5 class periods

After some students are assigned roles as president, head of labor lobby, head of government employees, head of business groups, head of farmers, head of consumers, and head of bankers/investors, other students choose a faction which interests them and work with their leader to determine the most appropriate way to deal with an inflation crisis. Each group presents its proposal to the president who, with the help of an economic advisor, must make a proposal to Congress. Congress enacts legislation which the president then must sign or veto. Includes teacher's guide and students' guides.

Gr. 9-12, teacher
Thorpe, Gerald
Confrontation: The Cuban Missile Crisis
Current Affairs Films (1971), $150.00
24-36 players, 1-3 class periods

A simulation of the Cuban missile crisis designed to introduce students to the complexities of maintaining peace. Presents the crisis as seen by Cuba, the U.S.S.R., and the United States. Participants play leaders, advisers, and citizens of each country, many of whom hold different points of view and must work together to develop effective strategies. The game demonstrates that peace based on "balance of power" is sometimes difficult to maintain. Game includes teacher's guide, staff memos, and data books, as well as four sound filmstrips and 35 copies of a booklet comparing media coverage of the crisis in the U.S.S.R., Cuba, and the United States.

Gr. 8-12
Yount, David and Paul DeKock
Mission: A Simulation of American Foreign Policy in Vietnam
Interact (1969), $12.00
30-40 players, 15 class periods

Players joins one of six factions representing major American viewpoints about the Vietnam war. Each faction must develop the philosophy behind its positions and present it to the Senate Foreign Relations Committee and to the president (through a representative in his cabinet). The president and his press secretary try to obtain public opinion popularity points while faction members work for presidential influence points. Concludes with a presidential decision in a foreign policy crisis and a short campaign for re-election. Includes teacher's guide and students' guides.

THE LEGISLATIVE BRANCH

Gr. 9-12
Gillespie, Judith A.
Bottleneck (American Political Behavior series)
Ginn and Company (1972), $57.65
4-72 players, 3-4 class periods

A card and board game which teaches students how bills are passed into law. By playing roles of senators and representatives, students must deal with problems similar to those real members of Congress face in supporting or opposing legislation. Includes teacher's guide, six participant guides, six game boards, six decks of cards, and a transparency diagram. Game set also includes materials to play *Ninth Justice* (also described in this catalogue).

Gr. 12, teacher
Harader, William and Marshall H. Whithed
Legislm: A Legislative Simulation (Study Guides and Teaching Aids series)
Center for the Study of Federalism (1973), $2.50
20-50 players, flexible playing time

Simulates the legislative process at either the state or national level, and for either a unicameral or bicameral system. Players are given party and regional identifications. Committees are formed, and bills are introduced, reported to the floor, amended, and voted on. Several game variations are provided, and the guide contains many suggested bills. Designed for college students, but may be adapted for use with advanced high school students.

Gr. 8-12
Peterson, Arthur
Peace: A Simulation of War-Peace Issues During the Wilsonian Period
Interact (1972), $12.00
35 players, 20 class periods

In the first phase of this simulation (beginning in 1914), each player joins one of the following factions: idealists, realists, Anglophiles, Francophiles, and Germanphiles. The factions, through letters and newspapers, try to influence America's role in World War I and the decisions facing President Wilson at the Versailles Conference. In phase two, students play senators who consider the Treaty of Versailles. Includes teacher's guide and students' guides.

Gr. 8-12
Rosser, David
Defense: A Simulation of the Forces Which Shape Our Defense Budget
Interact (1975), $8.00
35 players, 3-5 class periods

Students become members of a congressional armed forces committee or one of five special interest groups which present their views on defense needs to the committee. After the committee draws up a final bill concerning defense budget allocations, it is sent for debate to both houses and then to the president for veto or signature. Includes teacher's guide and students' guides.

Gr. 12, teacher
Stitelman, Leonard and William D. Coplin
Congressional Committees (American Government Simulations Series)
Science Research Associates, Inc. (1969), $1.25/student handbook
6-20 players, 2-4 class periods

Players take the roles of joint congressional committee members. Representatives and senators meet separately in caucuses and together in a formal meeting to write a compromise version of two anticrime bills. Designed for college students, but may be used with advanced high school students.

Gr. 12, teacher
Stitelman, Leonard and William D. Coplin
The Congressman at Work (American Government Simulations Series)
Science Research Associates, Inc. (1969), $2.00/student handbook
Unlimited players, 2 class periods, 1½ homework hours

Tries to provide students with an understanding of the pressures influencing a congressman's behavior and decisions. Students are asked, as a homework assignment, to act as congressmen responding to questions raised in letters and media by their constituents, colleagues in the House, and the president of the United States. Simulation can also be based on new roles created from data about actual congressmen. Designed for college students, but may be used with advanced high school students.

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Gr. 7-12, teacher
Western Behavioral Sciences Institute
Napoli
Simile II (1965), $3.00 (for sample kit), $35.00 (for complete kit for 25), $50.00 (for complete kit for 35)
18-35 players, 3-5 class periods

Simulates a legislature resembling Congress. Players take roles as representatives of one of two political parties from eight fictional states. They must work for or against 11 bills. Legislators must consider their own opinions, the views of their party, and the desires of their constituency, as well as the pressures applied by other legislators. Complete kit includes teacher's guide, participant instructions, and forms.

THE JUDICIAL BRANCH

Gr. 12, teacher
Coplin, William D. and Leonard Stitelman
The American Constitutional Convention (American Government Simulations Series)
Science Research Associates, Inc. (1969), $1.25
32-49 players, 2-6 hours

Simulates the Constitutional Convention, including caucus activities for each state, nominating convention, nominating convention recess, and approving convention. Students play the delegates. Fewer or more students than the recommended number may play, although the effectiveness of the game may be somewhat diminished. The instructor chooses one to five issues which were considered by the founding fathers (the federal executive branch, the federal legislative branch, the federal judiciary, federal-state relations, and procedures for amending the Constitution). Designed for college students, but may be used with advanced high school students.

Gr. 9-12
Gillespie, Judith A.
Ninth Justice: A Board Game of the Supreme Court and Judicial Process (American Political Behavior series)
Ginn and Company (1972), $57.65
4-48 players, 2-3 class periods

A card and board game designed to teach students about the judicial process of the Supreme Court, especially as it relates to the recruitment of the ninth justice, the influence of a ninth justice on decision-making in major cases, and the societal impact of a ninth justice on court decisions which set precedents. Uses two hypothetical court cases—legalizing marijuana and abolishing school dress codes—in which civil rights issues are involved. Includes teacher's guide, six participant guides, six game boards, six decks of cards, two duplicating masters of score sheets, and a transparency diagram. Game set also includes materials to play *Bottleneck* (also described in this catalogue).

Gr. 9-12, teacher
Zarecky, Gary
Moot: A Simulation of Legal Procedures Derived from Juvenile and Adult Law Cases
Interact (1972), $12.00
Unlimited players, several days (in and out of class)

Role playing realistically simulates crimes, arrests, and trials in order to help students understand the need for law and obtain legal knowledge and analytical skills. Simulations include a drug "bust", juvenile court case, and civil law (contracts) case. Several optional cases (murder, assault and battery, school law, draft evasion, robbery) are outlined. Guide includes class assignments, an overview of the American court system and some laws, a questionnaire, subpoenae, and play money, as well as simulation procedures.

III. THE BILL OF RIGHTS

Gr. 8-12
Krause, William and David C. Sischo
Six Involvement Exercises for United States History Classes (Vols. 1-4)
Involvement (1974), $10.00/Volume

Each of the four volumes contains six activities, including inquiry exercises, role playing, and simulations on historical, political, and legal subjects. Includes material on the electoral college, presidency, the Korematsu trial (legality of relocation and internment of Japanese Americans during World War II), Dred Scott trial (rights of slaves), the Pullman trial (legality of railroad strikes), and many other subjects.

Gr. 8-12, teacher
Lipman, Michel
Point of Law
Minnesota Mining and Manufacturing Company (1972) and local department and game stores, $10.95 (may vary in local stores)
Unlimited players, 30-120 minutes

Players are read the facts and possible decisions of actual legal cases and then try to choose the actual decisions. They receive the greatest number of points for choosing the court's decision, fewer points for a decision chosen by more than half the other players, and no points for a decision chosen by less than half of the players. This rating system may give students the mistaken impression that there is only one correct decision in deciding cases. However, these 100 cases provide interesting points for discussion and may serve as bases for mock trials. Game includes case book, decision sheets, and scoreboard.

LIBERTY UNDER LAW: FIRST AMENDMENT FREEDOMS

Gr. 9-12
Beamer, Charles
You! Crisis Resolution Games (You! Games Series)
Creative Resources (1975), $9.95
2-5 players, 1-30 hours

Contains 27 role playing activities on such varied issues relevant to high school students as drug use, long hair, student participation in demonstrations, sex before marriage, and ecology. Designed to help the participants analyze values, develop problem-solving skills, and develop tolerance for the viewpoints of others. Includes teacher's guide and role cards.

Gr. 9-12, teacher
Clark, Todd
High School: A Role Playing Simulation
Constitutional Rights Foundation (1969), $3.00
20-35 players, 2-3 hours

Players take the roles of students, teachers, parents, administrators, and school board members as an ad hoc committee tries to resolve several issues concerning freedom of expression by high school students. Referee's guide contains all necessary information.

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Gr. 9-12, teacher
DalPorto, David
The Haymarket Case
History Simulations (1972), $15.00
28-38 players, 5-6 periods

Simulates the 1886 Haymarket trial from jury selection through the decision (which may differ from the actual decision). May be helpful in stimulating discussion of free speech, dissent and protest, labor rights, and other issues, as well as due process and court procedure. Includes procedures, teacher information sheet, master role sheet, fact sheet, role sheets, subpoena, decision sheet, reporter sheets, and trial exhibits.

Gr. 9-12
Gillespie, Judith A.
Ninth Justice: A Board Game of the Supreme Court and Judicial Process (American Political Behavior series)
Ginn and Company (1972), $57.65
4-48 players, 2-3 class periods

A card and board game designed to teach students about the judicial process of the Supreme Court, especially as it relates to the recruitment of a ninth justice, the influence of a ninth justice on decision-making in major cases, and the societal impact of a ninth justice on court decisions which set precedents. Uses two hypothetical court cases—legalizing marijuana and abolishing school dress codes—in which civil rights issues are involved. Includes teacher's guide, six participant guides, six game boards, six decks of cards, two duplicating masters of score sheets, and a transparency diagram. Game set also includes materials to play *Bottleneck* (also described in this catalogue).

Gr. 8-12
Krause, William and David C. Sischo
Six Involvement Exercises for United States History Classes (Vols. 1-4)
Involvement (1974), $10.00/Volume

Each of the four volumes contains six activities, including inquiry exercises, role playing, and simulations on historical, political, and legal subjects. Includes material on the electoral college, presidency, the Korematsu trial (legality of relocation and internment of Japanese Americans during World War II), Dred Scott trial (rights of slaves), the Pullman trial (legality of railroad strikes), and many other subjects.

JUSTICE UNDER LAW: DUE PROCESS

Gr. 7-12, teacher
Clark, Todd, Richard Weintraub, Richard Krieger and Sandra Morley
Kids in Crisis
Constitutional Rights Foundation (1975), $12.00
25-35 players, 1-5 class periods

Designed to promote thought and discussion about the problems of the courts and young people in trouble. Players assume the roles of judges, defendants, parents, probation officers, lawyers, and observers in juvenile dispositional and adult sentencing hearings. Includes cases involving not only delinquent acts of youth, but also child abuse and neglect. Includes guide, role descriptions, observer rating sheets, and dispositions of the actual cases upon which the simulations are based.

Gr. 9-12, teacher
DalPorto, David
The Haymarket Case
History Simulations (1972), $15.00
28-38 players, 5-6 periods

Simulates the 1886 Haymarket trial from jury selection through the decision (which may differ from the actual decision). May be helpful in stimulating discussion of free speech, dissent and protest, labor rights, and other issues, as well as due process and court procedure. Includes procedures, teacher information sheet, master role sheet, fact sheet, role sheets, subpoena, decision sheet, reporter sheets, and trial exhibits.

Gr. 9-12, teacher
DalPorto, David and John Koppel
The War Crimes Trials
History Simulations (1974), $17.50
25-40 students, 10 class periods

Simulates war crimes trials in Germany after World War II. Students take the roles of judges, witnesses, lawyers, and four of the accused in two separate mock trials. Includes all necessary information and forms.

Gr. 12, teacher
Engel, Alan S. with Keith DeGreen and James Rebo
The Justice Game: A Simulation (Glencoe Press Criminal Justice Series)
Glencoe Press (1974), $2.95
20-30 players, 2-5 class periods

Designed to go beyond courtroom procedure by simulating the entire judicial process from report of crime to final disposition of the case. Students represent the taxpayer, a defendant, the police, attorneys, a prosecutor, the judge, and the warden. Plea bargaining may be used. Fifty criminal incidents ranging from pickpocketing and burglary to assault and rape are provided. Includes instructor's manual, forms and play money.

Gr. 7-12
Finn, Peter
Innocent Until . . .
Games Central (1972), $34.00
13-32 players, 3-9 class periods

Simulates trial of a man accused of negligent manslaughter. The accused has killed a pedestrian, allegedly while driving under the influence of alcohol. However, some evidence indicates that the accident would have occurred in any event, and it is questionable that the accused was actually intoxicated. After the case is argued the jury must provide the verdict. Includes teacher's manual, student information packets, role profiles, and a case study of a manslaughter trial (*Rights of the Accused*, Xerox Education Publications).

Gr. 9-12, teacher
Katsh, Ethan, Ronald M. Pipkin and Beverly Schwartz Katsh
Plea Bargaining: A Game of Criminal Justice
Simile II (1974), $17.50 (for 18 student kits), $25.00 (for 35 student kits)
11-35 players, 4 class periods or one 4-hour session

Designed to help students experience the pressures of overcrowded city court dockets and learn about the justice and injustices of plea bargaining and the criminal justice system. Players are divided into the roles of public defenders, defendants, district attorneys, and judge. Time is limited and all defendants pleading "guilty" must be sentenced and those pleading "not guilty" must be recalled to reconsider their plea. Includes director's manual, players' instruction sheets, copies of the criminal code, case reports, defendants' case notes, docket forms, wall chart.

Gr. 8-12
Krause, William and David C. Sischo
Six Involvement Exercises for United States History Classes (Vols. 1-4)
Involvement (1974), $10.00/Volume

Each of the four volumes contains six activities, including inquiry exercises, role playing, and simulations on historical, political, and legal subjects. Includes material on the electoral college, presidency, the Korematsu trial (legality of relocation and internment of Japanese Americans during World War II), Dred Scott trial (rights of slaves), the Pullman trial (legality of railroad strikes), and many other subjects.

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Gr. 8-12
Lacey, William
Espionage: A Simulation of the Rosenbergs' Trial of 1951
Interact (1974), $12.00
35 players, 3-5 class periods

Students examine the anti-communist mood of the 1950's, the justice of the use of capital punishment for conspiracy in committing espionage, and the validity of evidence in the trial of Julius and Ethel Rosenberg. The trial is reconstructed and the jury reaches its own conclusion. Includes teacher's guide and students' guides.

Gr. 7-12
Lundstedt, Ronald and David DalPorto
Confrontation in Urbia
Classroom Dynamics Publishing Company (1972), $21.50
27-45 players, 5-11 class periods

Simulates a case involving two high school students and two college students charged with inciting a riot at a local snack shop. All necessary information and materials are provided in a book with tear-out pages.

Teacher
New York State Bar Association Committee on Citizenship Education
Mock Trial Manual
New York State Bar Association (1975), single copies free
22 pages, paperback

Designed to assist secondary school teachers prepare and present mock trials for criminal cases, civil cases, and appeals. Includes one sample script, follow-up questions, and a listing of courts in the metropolitan New York City area.

Gr. 9-12, teacher
Pegas, Arthur P.
Nuremberg: A Simulation of the International Military Tribunal of 1945-1946
Interact (1972), $12.00
18-38 players, 15 class periods

Recreates the trial of Nazi leaders. Provides background information sheet (which requires further research by students), defendants' biographies, role instructions, and evidence samples for preparing the prosecution and defense cases.

Gr. 9-12, teacher
Quigley, Charles N. and Richard P. Longaker
Voices for Justice: Role Playing in Democratic Procedures
Ginn and Company (1970), $2.12
99 pages, paperback

Book of cases which explains judicial processes. Includes hearings, court sessions, presidential decisions, and congressional debate, with questions, guides for role playing, and mock trials.

Gr. 7-12
Vail, James N.
Jurisprudence
Jurisprudence, Ltd. (1974), $10.00
2-4 players, 45 minutes

A board game testing students' understanding of due process rights and criminal justice procedures. Stresses substantive knowledge. Includes instructions, board, defendant markers, juror markers, play money, game cards, simplified versions of some amendments to the Constitution.

Gr. 6-12, teacher
Weintraub, Richard, Richard Krieger, George W. Echan, Jr., and Stephen Charles Taylor
Jury Game
Social Studies School Service (1974), $15.00
25-35 players, 1-3 class periods

Students play a judge, prospective jurors, attorneys, defendants, plaintiffs, court reporters, and observers. The classroom is organized into a courtroom as the players go through the process of jury selection. Kit includes pictures and role descriptions of prospective jurors, two criminal case descriptions, two civil case descriptions, observer evaluation forms, tips for attorneys on how to ask effective questions, and a guide for the group leader.

Gr. 9-12, teacher
Zarecky, Gary
Moot: A Simulation of Legal Procedures Derived from Juvenile and Adult Law Cases
Interact (1972), $12.00
Unlimited players, several days (in and out of class)

Role playing realistically simulates crimes, arrests, and trials in order to help students understand the need for law and obtain legal knowledge and analytical skills. Simulations include a drug "bust", juvenile court case, and civil law (contracts) case. Several optional cases (murder, assault and battery, school law, draft evasion, robbery) are outlined. Guide includes class assignments, an overview of the American court system and some laws, a questionnaire, subpoenae, and play money, as well as simulation procedures.

EQUALITY UNDER LAW: WOMEN, YOUTH, AND ETHNIC MINORITIES

Gr. 9-12
Beamer, Charles
You! Crisis Resolution Games (You! Games Series)
Creative Resources (1975), $9.95
2-5 players, 1-30 hours

Contains 27 role playing activities on such varied issues relevant to high school students as drug use, long hair, student participation in demonstrations, sex before marriage, and ecology. Designed to help the participants analyze values, develop problem-solving skills, and develop tolerance for the viewpoints of others. Includes teacher's guide and role cards.

Gr. 9-12, teacher
Clark, Todd
High School: A Role Playing Simulation
Constitutional Rights Foundation (1969), $3.00
20-35 players, 2-3 hours

Players take the roles of students, teachers, parents, administrators, and school board members as an ad hoc committee tries to resolve several issues concerning freedom of expression by high school students. Referee's guide contains all necessary information.

Gr. 7-12, teacher
Clark, Todd
Integration: The First Year—A Role-Playing Simulation on School Integration
Constitutional Rights Foundation (1970), $3.00
15-40 players, 3-4 class periods

The principal of Abraham Lincoln High School calls together teachers, administrators, students, and parents for a series of meetings to discuss ways of calming racial tension. Participants include whites, blacks, Mexican Americans, and Oriental Americans. Players are encouraged to take roles of races different from their own. All necessary information is included in the instructions.

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Gr. 7-12, teacher
Clark, Todd and Richard Weintraub
Liberation: A Role-Playing Simulation
Constitutional Rights Foundation (1972), $3.00
Unlimited players, 3-6 class periods

After introductory exercises designed to clarify personal values about equal rights for women, students, and minorities, students role play a series of incidents which involve some type of discrimination. Designed to raise consciousness about prejudices relating to age, race, and sex. Guide includes all necessary information.

Gr. 7-12, teacher
Clark, Todd, Richard Weintraub, Richard Krieger and Sandra Morley
Kids in Crisis
Constitutional Rights Foundation (1975), $12.00
25-35 players, 1-5 class periods

Designed to promote thought and discussion about the problems of the courts and young people in trouble. Players assume the roles of judges, defendants, parents, probation officers, lawyers, and observers in juvenile dispositional and adult sentencing hearings. Includes cases involving not only delinquent acts of youth, but also child abuse and neglect. Includes guide, role descriptions, observer rating sheets, and dispositions of the actual cases upon which the simulations are based.

Gr. 9-12, teacher
DeKock, Paul
Herstory: A Simulation of Male and Female Roles Emphasizing the American Woman's Circumstances, Past and Present
Interact (1972), $12.00
Unlimited players, 23 class periods

Elaborate set of role plays and simulations help students investigate sex roles in today's society, and learn about the history of the women's liberation movement. Also poses basic philosophical and social questions as to the "nature" of men and women. Includes re-creation of the first women's rights convention in Seneca Falls, New York (1848), simulations of various styles of marital relationships, and attitude surveys. Instructor's guide includes all necessary information.

Gr. 8-12
DeKock, Paul
Seneca Falls: A Simulation of the First Women's Rights Convention, July, 1848
Interact (1974), $8.00
35 players, 3 class periods

In this simulation of the first feminist convention, students play Elizabeth Cady Stanton, Lucretia Mott, Frederick Douglass, chairman of a men's group, chairperson of a women's group, and members of each group. They consider resolutions and motions concerning early American feminists and their opponents. Includes teacher's guide and students' guides.

Gr. 8-12
Krause, William and David C. Sischo
Six Involvement Exercises for United States History Classes (Vols. 1-4)
Involvement (1974), $10.00/Volume

Each of the four volumes contains six activities, including inquiry exercises, role playing, and simulations on historical, political, and legal subjects. Includes material on the electoral college, presidency, the Korematsu trial (legality of relocation and internment of Japanese Americans during World War II), Dred Scott trial (rights of slaves), the Pullman trial (legality of railroad strikes), and many other subjects.

Gr. 9-12, teacher
Meier, Richard L. and Kevin Langdon
El Barrio
Institute of Urban and Regional Development (1973), $25.00
8-20 players, 2-4 hours

Simulates the experiences and conflicts of newly arrived migrants in an urban Chicano ghetto. Players take the roles of Chicanos, police, and a judge. They shoot marbles in attempts to get jobs and make friends. Includes suggestions for the game director, players' manuals, marbles, dowels, dice, role cards, and drivers licenses.

Gr. 9-12, teacher
Rosser, David
Pressure: A Simulation of Decision-Making in Local Government
Interact (1972), $12.00
36 players, several class periods

A simulation in three parts. Students playing members of a community council experience pressure from six groups as the council tries to make a decision on a proposed low-income housing development. In the second part, citizens elect public officials at a time when businessmen want to build a factory on historically valuable land. In part three, students form their own pressure groups to modernize high school curricula and facilities and approach the school board. Instructor's guide includes all necessary information. The simulations can be evaluated by a pressure influence point system, a final test, and student evaluations.

Gr. 7-12, teacher
Twelker, Paul A.
Conducting Planning Exercises
Simulation Systems (1971), $3.00
16-36 players, 3-5 class periods

Gives suggested strategy for team problem solving. Gives examples of how it can be used with problems of student-teacher relations, pollution, drug abuse, sex education, and school discipline. Can also be adapted for use with any social or political problem. Instructor's book includes all necessary information.

Gr. 4-8
Wesley, John
Equality: A Simulation of the Struggle for Racial Equality in a Typical American City
Interact (1971), $12.00
36 players, 20 class periods

After a brief experience as slaves in a mythical society, players become citizens of an American city. Role assignments provide students with information on the age, ethnic background, education, occupation, income, and address of the persons they will play. Blacks can gain "image points" while studying black history, but can lose them under pressure from other sources in the community. Activities are culminated by a community crisis in which the school board must decide what to do about school integration. Teacher's and students' guides provide all necessary information.

Gr. 7-12, teacher
Wilcoxson, Georgeann
Center City: A Simulation of Urban Poverty (Awareness Games Series)
John Knox Press (1973), $15.00
12-27 players, 2-5 class periods

Participants learn about the urban poor by playing Puerto Rican, black, Italian, and other teenagers, as well as "The Man." They experience the rewards and liabilities of home, school, community, church, the street, and other areas of life. Emphasizes need for cooperative community effort. Includes game director's manual, instruction sheets, forms, cards, markers, and name tags.

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Gr. 8-12
Yount, David and Paul DeKock
Division: A Simulation of the Divisive Issues of the 1850's and the Crisis Election of 1860
Interact (1968), $12.00
35 players, 20 class periods

Students role play the four candidates for president in 1860 and become involved in the issues surrounding the campaign. Teacher's guide includes examinations on information about the times, issues, and political process. Students' guides provided.

Gr. 7-12, teacher
Yount, David and Paul DeKock
Sunshine: A Simulation of Current Racial Problems in a Typical American City
Interact (1972), $12.00
20-35 players, 16-22 class periods

Simulation designed to teach about black history in this country, examine racial attitudes in oneself and others, and give experience in persuasion. Students are "reborn" into particular ethnic and social groups in the city of Sunshine and its suburbs. Conflict arises over two issues, equal educational opportunity and crime control, and citizens form pressure groups to influence the school board and city council. Includes players' manuals, team manuals, administrator's manual, maps, charts, decision forms, pressure cards, assignments, and attitude tests.

Gr. 9-12, teacher
Zarecky, Gary
Moot: A Simulation of Legal Procedures Derived from Juvenile and Adult Law Cases
Interact (1972), $12.00
Unlimited players, several days (in and out of class)

Role playing realistically simulates crimes, arrests, and trials in order to help students understand the need for law and obtain legal knowledge and analytical skills. Simulations include a drug "bust", juvenile court case, and civil law (contracts) case. Several optional cases (murder, assault and battery, school law, draft evasion, robbery) are outlined. Guide includes class assignments, an overview of the American court system and some laws, a questionnaire, subpoenae, and play money, as well as simulation procedures.

IV. CURRENT ISSUES

Gr. 9-12
Beamer, Charles
You! Crisis Resolution Games (You! Games Series)
Creative Resources (1975), $9.95
2-5 players, 1-30 hours

Contains 27 role playing activities on such varied issues relevant to high school students as drug use, long hair, student participation in demonstrations, sex before marriage, and ecology. Designed to help the participants analyze values, develop problem-solving skills, and develop tolerance for the viewpoints of others. Includes teacher's guide and role cards.

Gr. 7-12, teacher
Clark, Todd, Richard Weintraub, Richard Krieger, and Sandra Morley
Kids in Crisis
Constitutional Rights Foundation (1975), $12.00
25-35 players, 1-5 class periods

Designed to promote thought and discussion about the problems of the courts and young people in trouble. Players assume the roles of judges, defendants, parents, probation officers, lawyers, and observers in juvenile dispositional and adult sentencing hearings. Includes cases involving not only delinquent acts of youth, but also child abuse and neglect. Includes guide, role descriptions, observer rating sheets, and dispositions of the actual cases upon which the simulations are based.

Gr. 9-12, teacher
Constitutional Rights Foundation
Bill of Rights Newsletter
Constitutional Rights Foundation, price available from publisher

Newsletter offering classroom activities, book reviews, cartoons, synopses of cases, and other material of interest to teachers of law and the criminal justice system. Issues often contain simulations and materials for mock trials. Published semi-annually.

Gr. 7-12
Jarvis, William B.
Micro-Community (United States History)
Classroom Dynamics Publishing Company (1971), $49.25
20-40 players, 1 year (accompanying regular curriculum)

A one year plan to incorporate some realities of American life into the classroom along with more traditional book learning about American history. Can be used with most U.S. history texts. The class is divided into six micro-communities. The teacher continually introduces new stimuli which cause students to experience economic, political and social challenges relating to problems with inflation, drafting of laws, establishing a constitution, conducting elections, dealing with poverty, regulating private industry, controlling pollution, and other tasks. Includes teacher's lesson plan book, teacher's sample book, teacher's workbook, common stock certificates, retail forms, tax forms, stock market report forms, treasury forms, and play money.

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Gr. 7-12
Kennedy, Charles L.
Amnesty: A Simulation Dealing with the Problem of Amnesty Following the Vietnam War
Interact (1974), $8.00
15-40 players, 3-5 class periods

Students take the roles of members of clemency boards, military and civilian advocates and opponents of amnesty, and deserters and draft evaders. Hearings on 15 hypothetical cases are conducted. Teacher's guide and students' guides provided.

Gr. 12, teacher
Rausch, Erwin
Collective Bargaining (Economic Decision Game Series)
Didactic Systems, Inc. (1968), $13.20
30 players, 2-4 hours

Simulates negotiations between labor and management for a one-year contract. Bargaining teams are composed of four union representatives and two company negotiators. May possibly be used with advanced high school students. Materials for 30 players included.

Gr. 7-12, teacher
Twelker, Paul A.
Conducting Planning Exercises
Simulation Systems (1971), $3.00
16-36 players, 3-5 class periods

Gives suggested strategy for team problem solving. Gives examples of how it can be used with problems of student-teacher relations, pollution, drug abuse, sex education, and school discipline. Can also be adapted for use with any social or political problem. Instructor's book includes all necessary information.

Gr. 7-12, teacher
Twelker, Paul A. and Kent Layden
To Make a Change
Simulation Systems (1974), $4.00
Unlimited players, 2 two-hour sessions

Through a series of exercises each group chooses a problem, works out a strategy for solving it, and attempts to implement the strategy. Can be used to help students understand social or political change. May be adapted for younger students, as well as for varying time periods. Instructor's book contains all necessary information.

THE CITY AND ITS PROBLEMS

Gr. 7-12, teacher
Klietsch, Ronald G.
Blight: An Urban Simulation (Urban Environment Education Series)
Instructional Simulations, Inc. (1972), $45.00
20-30 players, 6-8 class periods

Simulates some of the problems of urban decay. The city council of Zenith City is given money by the state legislature to study the city's needs and create social policy statements. Task forces are created to make recommendations to the city council. Students, representing various factions, must develop plans to improve the community. Includes instructor's manual, participant materials, sheets on the human factors involved, and playing forms.

Gr. 7-12
Koppel, John A.
Urban America
Classroom Dynamics Publishing Company (1972), $21.50
20-36 players, 5-15 class periods

Simulates conditions in the community of San Tomas with students representing citizens of various ages, occupations, and income. (Though females are assigned to play wives, teachers can alter that stipulation in the role assignments.) Neighborhood groups discuss several issues—ranging from housing and the environment to crime and education—which face San Tomas, decide what action would be desirable for the city council to take, then vote on the issues. All necessary information and materials are provided in a book with tear-out pages.

Gr. 9-12, teacher
Kraemer, Ann Marie and Kathleen Censori
Welfare Week
Gamed Simulations Inc. (1974), $50.00
6-600 players, 4 hours (plus individual time)

Simulates what it is like to live on welfare income for a week and deal with the problems commonly confronting welfare recipients. Designed primarily for community groups but can be adapted for high school classes. Includes leader's guide, invitations to participate, instructions, applications for public assistance, score sheet, crisis cards, benefit notices.

Gr. 10-12, teacher
Livingston, Samuel A. and Clarice Stasy Stoll
Simulation Games: An Introduction for the Social Studies Teacher
The Free Press (1973), $4.95
107 pages, paperback

Helps the teacher who is unfamiliar with simulation games to understand their potential, select appropriate games, and design, lead, and evaluate simulation activities. Contains comparisons among different types of games, a list of publishers, and suggestions for further reading. Also includes all materials necessary (in the form of tear-out pages) to play "The Inner-City Housing Game," a game which can be used by high school students and adults interested in exploring some of the housing problems of the inner city.

Gr. 9-12, teacher
Meier, Richard L. and Kevin Langdon
El Barrio
Institute of Urban and Regional Development (1973), $25.00
8-20 players, 2-4 hours

Simulates the experiences and conflicts of newly arrived migrants in an urban Chicano ghetto. Players take the roles of Chicanos, police, and a judge. They shoot marbles in attempts to get jobs and make friends. Includes suggestions for the game director, players' manuals, marbles, dowels, dice, role cards, and drivers licenses.

Gr. 5-8
Reese, Jay and John Wesley
Council: A Simulation of Problem-Solving at the Community Level
Interact (1974), $20.00
35 players, 15 class periods

After a simulated election for mayor and city council representatives, the remaining students take the roles of the city recorder, newspaper reporters, planning commissioners, and citizens of Riverstream as 20 community issues are decided. Issues range from dog control and salary raises for city employees to slum housing and pollution. Includes teacher's guide and student manuals.

Gr. 9-12, teacher
Rosser, David
Pressure: A Simulation of Decision-Making in Local Government
Interact (1972), $12.00
36 players, several class periods

A simulation in three parts. Students playing members of a community council experience pressure from six groups as the council tries to make a decision on a proposed low-income housing development. In the second part, citizens elect public officials at a time when businessmen want to build a factory on historically valuable land. In part three, students form their own pressure groups to modernize high school curricula and facilities and approach the school board. Instructor's guide includes all necessary information. The simulations can be evaluated by a pressure influence point system, a final test, and student evaluations.

Gr. 7-12, teacher
Wilcoxson, Georgeann
Center City: A Simulation of Urban Poverty (Awareness Games Series)
John Knox Press (1973), $15.00
12-27 players, 2-5 class periods

Participants learn about the urban poor by playing Puerto Rican, black, Italian, and other teenagers, as well as "The Man." They experience the rewards and liabilities of home, school, community, church, the street, and other areas of life. Emphasizes need for cooperative community effort. Includes game director's manual, instruction sheets, forms, cards, markers, and name tags.

Gr. 7-12, teacher
Yount, David and Paul DeKock
Sunshine: A Simulation of Current Racial Problems in a Typical American City
Interact (1972), $12.00
20-35 players, 16-22 class periods

Simulation designed to teach about black history in this country, examine racial attitudes in oneself and others, and give experience in persuasion. Students are "reborn" into particular ethnic and social groups in the city of Sunshine and its suburbs. Conflict arises over two issues, equal educational opportunity and crime control, and citizens form pressure groups to influence the school board and city council. Includes players' manuals, team manuals, administrator's manual, maps, charts, decision forms, pressure cards, assignments, and attitude tests.

THE CONSUMER AND THE LAW

Gr. 8-12
Bickelman, Harriet, editor
The FTC at Work
Law, Education And Participation (1974), price available from publisher
20-40 players, 2 class periods

Examines the regulatory power of the Federal Trade Commission with respect to advertising claims. The students become either advertisers, who prepare ads to be evaluated by the FTC, or Federal Trade Commissioners who examine the ads against FTC standards. Teacher's guide contains all necessary information.

Gr. 5-12, Teacher
Bickelman, Harriet, editor
Shopper's Role-Play
Law, Education And Participation (1974), price available from publisher
20-40 players, 1 class period

Students take the roles of different types of buyers, including "Mr./Ms. Always-Pays-Cash," "Mr./Ms. Great-Bargain-Buyer," "Mr./Ms. No-Comparison-Shopper," "Mr./Ms. Sellers'-Delight," "Mr./Ms. Never-Trusts," "Mr./Ms. Keep-Up-With-The-Joneses," and "Mr./Ms. Individual-Shopper," after which they try to identify the characteristics of an ideal shopper. Teacher's guide contains all necessary information.

Gr. 8-12
Changing Times Education Service, editors
Consumer Redress
Changing Times Education Service (1971), $8.95
15-unlimited players, 1 class period

Teams compete to solve consumer grievances by appealing to private and governmental consumer agencies and the courts. Game includes a teacher's guide, redress record, grievance docket, results of appeals, consumer problems, and other materials. May also be purchased as part of the larger multimedia kit, *Consumer Law: A Resource Kit for Teaching Consumer Education.*

Gr. 7-12
Changing Times Education Service, editors
Swindle!
Changing Times Education Service (1971), $8.95
Unlimited players, 1-2 class periods

Players begin with equal resources which can grow or dwindle depending on how well they avoid consumer traps. Game includes teacher's guide, "Car Clinic—Repair Chart," role profiles, ad sheets, swindle cards, opportunity cards, score sheets, and other materials. May also be purchased as part of the larger multimedia kit, *The Market Place: A Resource Kit for Consumer Education.*

THE ENVIRONMENT AND THE LAW

Gr. 7-12, teacher
Bender, David L. and Gary E. McCuen
Facing the Ecology Crisis (Future Planning Games series)
Greenhaven Press (1972), $ .95
Unlimited players, 2-5 class periods

A series of exercises designed to help make students aware of conflicting economic and ecological needs, the problems of limiting population, and difficult social decisions which may have to be made in the future. Includes six activities. Activities appear on one chart, copies of which should be provided to each student.

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Gr. 9-12, teacher
Feldt, Allan G.
CLUG: Community Land Use Game
The Free Press (1972), $5.50 (game manual only),
Urbex Affiliates Inc. (1972), $75.00 (complete kit)
5-20 players, 3-12 hours

A somewhat complicated simulation game giving students the opportunity to build a city based on principles similar to those operating when American cities were established. Players work in groups making decisions based on their private interests and the public good, showing the interrelationship between the two. Several variations of the game are provided. Instructor's manual and players' manuals provide all necessary information and forms.

Gr. 12, teacher
Feldt, Allan G.
W.A.L.R.U.S.: Water and Land Resource Utilization Simulation
Urbex Affiliates Inc. (1972), $75.00
15-30 players, flexible playing time

A very complex board simulation in which players, in teams representing various community interests, buy, sell, and develop land, water and community resources. The township board and city council can restrict or encourage certain transactions. Players attempt to increase their economic and political strength, personal status, and prestige, and/or the overall environmental quality of water resources. Includes guide, wooden playing pieces, playing board, record sheets, and play money.

Gr. 7-12, teacher
Kleitsch, Ronald G.
No Dam Action: An Ecology-Water Resource Simulation (Urban Environment Education Series)
Instructional Simulations, Inc. (1974), $115.00
20-40 players, 6-20 class periods

In this simulation, 22 water resource problems encourage students to analyze the political, social, and ecological problems involved in constructing sound environmental policies. Players represent elected and appointed government officials, as well as environmental, business and civic groups, concerned about what actions Zenith County will take concerning a proposed dam, nuclear power plant permit, and other water-related concerns. Includes teacher's guide, role descriptions, resource manuals, problem summaries, playing forms, map, and background information.

Gr. 7-12, teacher
Kleitsch, Ronald G.
Tracts: An Urban Land Simulation (Urban Environment Education Series)
Instructional Simulations, Inc. (1969), $45.00
12-40 players, 2-4 hours

The simulated community of Zenith City must decide how to use 16 city blocks. Four competing groups (city planning commission, urban housing proponents, industrialists, and land developers) use money, publicity, and various political maneuvers to get the city council to approve their land use program. Includes instructor's manual, four sector manuals, land value key cards, tracts record sheets, news release sheets, property purchase agreement forms.

Gr. 7-12, teacher
Twelker, Paul A.
Conducting Planning Exercises
Simulation Systems (1971), $3.00
16-36 players, 3-5 class periods

Gives suggested strategy for team problem solving. Gives examples of how it can be used with problems of student-teacher relations, pollution, drug abuse, sex education, and school discipline. Can also be adapted for use with any social or political problem. Instructor's book includes all necessary information.

Gr. 7-12, teacher
Twelker, Paul A.
Pollution: Negotiating a Clean Environment—A Simulation Exercise for Examining the Pollution Problem
Simulation Systems (1971), $22.50
4-32 players, 1-3 hours

In this simulation, students try to negotiate for the best possible environmental goals with as little compromise of personal and business goals as possible. Students (or teams of students) represent business and industry, state government, citizens, and conservationists as they consider a number of pollution issues in negotiation sessions. A scoring system allows players to keep track of how the quality of life is affected by their decisions. Contains four complete sets of materials, including instructor's manual and overhead transparencies.

Gr. 5-12
Wesley, John
Ecopolis: A Simulation of a Community Struggling To Solve Ecological Problems
Interact (1971), $12.00
35 players, 15 class periods

An alternate version of *Balance* (also described in this catalogue) for elementary students and older students with poor reading ability. After experiencing a simulated ecosystem in the American frontier (students play animals, Indians, and pioneers), students become citizens of a contemporary city which is faced with ecological dilemmas concerning land use and population. Includes teacher's guide and students' guides.

Gr. 9-12, teacher
Yount, David and Paul DeKock
Balance: A Simulation of Four Families Caught in Ecological Dilemmas
Interact (1970), $12.00
Unlimited players, 15-20 class periods

This simulation gives students the experience of making decisions about priorities and helps them understand conflicts between economic and ecological needs. Players first take roles of animals, Indians, and settlers in an ecosystem 100 years ago. After that the simulation moves to a contemporary city in which players take roles of family members who research various aspects of pollution (air pollution, water and power use, land use, population control) and make recommendations for action on four environmental crises which are discussed in a "community forum." Instructor's manual includes necessary information and forms.

POLICE AND CORRECTIONS

Gr. 7-12, teacher
Clark, Todd
Police Patrol
Simile II (1973), $12.50
20-35 players, 1-5 class periods

An even-handed approach to understanding a police officer's problems in carrying out his everyday duties. Includes 16 different role-playing situations. Can also be used to encourage discussions about the meaning of authority, the delicate balance between individual rights and the need to protect society, and other basic concepts of law. Includes teacher's manual, incident sheets, wall charts, police manuals, police call cards, observer evaluation forms, and attitude surveys.

Gr. 4-6
Dave, Ann, Holly Churchill and William B. Jarvis
Micro-Community II for Elementary Grades 4-5-6
Classroom Dynamics Publishing Company (1973), $49.50
20-40 players, 1-2 semesters (accompanying regular curriculum)

Students must create a micro-community in which a government is organized, a constitution developed, class laws made, law enforcement procedures explored, and an economy made operable. Designed to indicate that actions which benefit the group in some ways also benefit individuals. May be integrated into already existing components of most elementary curricula. Includes teacher's manual, student worksheets and forms, posters, and play money.

Gr. 8-12, teacher
Goodman, Frederick L.
They Shoot Marbles Don't They?
Urbex Affiliates Inc. (1973), $40.00
8-30 players, 2-4 hours

Players experiment with rule-governed behavior in the context of a marble shooting game. Marbles can represent any exchangeable commodity or skill necessary for survival. Only two rules are provided for Round 1, after which the "government" can create new laws which the "police" must enforce. Includes guide, felt playing surface, marbles, plastic building blocks, name tags, wooden dowels, plastic cups, police badges, and storage container.

Gr. 7-12, teacher
Hinderman, Dewey, David L. Bender and Gary E. McCuen
Planning Tomorrow's Prisons (Future Planning Games series)
Greenhaven Press (1972), $ .95
Unlimited players, 2-3 class periods

A series of exercises to provoke thought about prison reform, the death penalty, the concept of punishment, and steps toward rehabilitation. Also includes a simulation of a prison riot in which each student plays the warden, as well as suggested supplemental activities. Exercises appear on one chart, copies of which should be provided to each student.

Gr. 7-12
Jarvis, William B.
Micro-Community (United States History)
Classroom Dynamics Publishing Company (1971), $49.25
20-40 players, 1 year (accompanying regular curriculum)

A one year plan to incorporate some realities of American life into the classroom along with more traditional book learning about American history. Can be used with most U.S. history texts. The class is divided into six micro-communities. The teacher continually introduces new stimuli which cause students to experience economic, political and social challenges relating to problems with inflation, drafting of laws, establishing a constitution, conducting elections, dealing with poverty, regulating private industry, controlling pollution, and other tasks. Includes teacher's lesson plan book, teacher's sample book, teacher's workbook, common stock certificates, retail forms, tax forms, stock market report forms, treasury forms, and play money.

PUBLIC REVENUES AND PUBLIC SERVICES

Gr. 7-12, teacher
Bender, David L. and Gary E. McCuen
Planning Tomorrow's Society (Future Planning Games series)
Greenhaven Press (1972), $ .95
Unlimited players, 2-3 class periods

A series of exercises designed to help students plan an improved society. Activities help them consider the relative benefits and limitations of a number of economic and social systems, order budget priorities, and understand other aspects of a complex social order. Activities appear on one chart, copies of which should be provided to each student.

Gr. 9-12, teacher
Community Service Volunteers
Greenham District Council
Community Service Volunteers (1974), £1.00 (about $2.34) plus postage
8-15 players, 1-2 hours

A British simulation of a district council meeting. The councillors discuss seven items on the agenda, five of which require funding. Since there is not enough money to go around, priorities have to be established. Can be adapted for use in this country. Includes teacher's notes, role sheets, name tags, briefing sheets, and agenda sheets.

Gr. 12, teacher
Coplin, William D. and Leonard Stitelman
Budgetary Process (American Government Simulations Series)
Science Research Associates, Inc. (1969), $1.25
Unlimited players, 2 class periods, 3 homework hours

All students are asked to become presidential advisors and, as a homework exercise, prepare recommended budgets for six HEW programs. They must try to increase presidential popularity and take into account the need for congressional approval. Class discussion includes public justification and private strategic explanations for budget allocations. Tables based on various assumptions about the political environment assist the instructor and class in evaluating the budgets. Designed for advanced high school and college students.

Gr. 7-12, teacher
Dodge, Dorothy and Jimmie Powell
Mulberry
Paul S. Amidon and Associates, Inc. (1970), $57.50
30 players, 5-9 class periods

Players take the roles of citizens, city officials, and professional planners of Mulberry, a simulated urban community. Their goal is to create a workable plan for urban renewal. The plan must take into consideration local government planning, private development, the rights of all citizens who will be affected by the project, and requirements for receiving federal funds. Includes participants' manuals, sector manuals, role descriptions, and scoring forms.

Gr. 7-12, teacher
Klietsch, Ronald G.
Blight: An Urban Simulation (Urban Environment Education Series)
Instructional Simulations, Inc. (1972), $45.00
20-30 players, 6-8 class periods

Simulates some of the problems of urban decay. The city council of Zenith City is given money by the state legislature to study the city's needs and create social policy statements. Task forces are created to make recommendations to the city council. Students, representing various factions, must develop plans to improve the community. Includes instructor's manual, participant materials, sheets on the human factors involved, and playing forms.

Gr. 9-12, teacher
Kraemer, Ann Marie and Kathleen Censori
Welfare Week
Gamed Simulations Inc. (1974), $50.00
6-600 players, 4 hours (plus individual time)

Simulates what it is like to live on welfare income for a week and deal with the problems commonly confronting welfare recipients. Designed primarily for community groups but can be adapted for high school classes. Includes leader's guide, invitations to participate, instructions, applications for public assistance, score sheet, crisis cards, benefit notices.

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Gr. 12, teacher
Rausch, Erwin
The Community (Economic Decision Game Series)
Didactic Systems, Inc. (1968), $13.20
30 players, 2-4 hours

A community tries to meet the need for more public services without a massive increase in taxes. In order to understand the complexity of the issues, students represent views of community taxpayers, employers and employees of local industries, and elected officials. May possibly be used with advanced high school students. Materials for 30 players included.

Gr. 8-12
Rosser, David
Defense: A Simulation of the Forces Which Shape Our Defense Budget
Interact (1975), $8.00
35 players, 3-5 class periods

Students become members of a congressional armed forces committee or one of five special interest groups which present their views on defense needs to the committee. After the committee draws up a final bill concerning defense budget allocations, it is sent for debate to both houses and then to the president for veto or signature. Includes teacher's guide and students' guides.

Gr. 8-12
Rosser, David
Taxes: A Simulation of How Major Taxes Affect Individual and Community Decisions
Interact (1974), $8.00
36 players, 6 class periods

Students play citizens of various occupations—from doctors and corporation presidents to disabled plumbers and unemployed artists—and try to determine what kinds of taxes are fair and from whom they should be collected. A community council holds public hearings. Includes considerations of income taxes, real property taxes, sales taxes, and nuisance taxes. Teacher's guide and students' guides provided.

V. THE POLITICAL PROCESS

Gr. 8-12
Allen, Robert W. and Lorne Greene
The Propaganda Game
National Academic Games Project or WFF'N PROOF Learning Games Associates (1967), $7.00
2-4 players, 20-40 minutes

A quiz game examining propaganda techniques. Propaganda examples are provided, and players must identify the strategies being used. Includes rule book, technique cards, example, cards, plastic markers, and clear thinking chart.

Gr. 9-12
Gillespie, Judith A.
Bottleneck (American Political Behavior series)
Ginn and Company (1972), $57.65
4-72 players, 3-4 class periods

A card and board game which teaches students how bills are passed into law. By playing roles of senators and representatives, students must deal with problems similar to those real members of Congress face in supporting or opposing legislation. Includes teacher's guide, six participant guides, six game boards, six decks of cards, and a transparency diagram. Game set also includes materials to play *Ninth Justice* (also described in this catalogue).

Gr. 12, teacher
Harader, William and Marshall H. Whithed
Legisim: A Legislative Simulation (Study Guides and Teaching Aids series)
Center for the Study of Federalism (1973), $2.50
20-50 players, flexible playing time

Simulates the legislative process at either the state or national level, and for either a unicameral or bicameral system. Players are given party and regional identifications. Committees are formed, and bills are introduced, reported to the floor, amended, and voted on. Several game variations are provided, and the guide contains many suggested bills. Designed for college students, but may be adapted for use with advanced high school students.

Gr. 8-12
Krause, William and David C. Sischo
Six Involvement Exercises for United States History Classes (Vols. 1-4)
Involvement (1974), $10.00/Volume

Each of the four volumes contains six activities, including inquiry exercises, role playing, and simulations on historical, political, and legal subjects. Includes material on the electoral college, presidency, the Korematsu trial (legality of relocation and internment of Japanese Americans during World War II), Dred Scott trial (rights of slaves), the Pullman trial (legality of railroad strikes), and many other subjects.

Gr. 9-12, teacher
Williams, David and Stanley Blostein
The Lobbying Game
Gamed Simulations Inc. (1974), $85.00
20-60 players, 2½-5 hours

Simulates the lobbying process in a state legislature. Players take roles of lobbyists and legislators. Legislators get points if their bills are discussed in committee and reported to the floor. Lobbyists get points if legislative committees take the desired

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action on bills affecting their interest. Includes role cards, name tags, bills, sanction forms, committee rules, record sheets, point tally sheets, and leader's guide.

THE CAMPAIGN TRAIL

Gr. 8-12
Changing Times Education Service, editors
Coalition
Changing Times Education Service (1972), $19.95
16-unlimited players, 6-10 class periods

Players representing presidential candidates, campaign managers and staff, reporters, and special interest groups try to form viable coalitions to win the election. Stages of the game include "Platform Building," "Campaign," "General Election," and "Electoral College." Includes state maps, master strategy sheet, platform guide, election return form, chance cards, resource cards, and electoral college cards.

Gr. 7-12
Civic Educational Aids Co.
Election U.S.A.
Civic Educational Aids Co. (1968), $14.95
2-40 players, 1 or more class periods

A board quiz game in which correct answers to factual questions about the Constitution and the American political system gain electoral college votes for presidential candidates. The first player(s) to gain 270 electoral votes win(s) the game and the presidential election. Includes playing board, spinner, score pads, question cards, and electoral vote cards.

Gr. 12, teacher
Coplin, William D. and Leonard Stitelman
Presidential Election Campaigning (American Government Simulations Series)
Science Research Associates, Inc. (1969), $1.25/student handbook
Unlimited players, 2 class periods, 2-11 homework hours

A series of exercises and homework assignments in which pairs of students are asked to play candidates for president of the United States and campaign against each other. Each candidate must take stands, promote his public image, manage his resources, and deal with his opponent and the electorate. Designed for college students but may be used with advanced high school students.

Gr. 10-12, teacher
Durham, Russel and Virginia Russell, with Paul A. Twelker
Power Politics
Simulation Systems (1971), $12.00
20-40 players, 5 class periods

Simulates interplay between candidates and special interest groups in a political campaign. May be adapted to incorporate issues and candidates of any current campaign. Students play roles of candidates, news reporters, and representatives of various interest groups. They formulate positions, attempt to obtain pledges of support, hold press conferences, and campaign. Includes players' manuals, administrator's manual, role cards, and playing form.

Gr. 9-12
Gillespie, Judith A.
City Hall: A Simulated Mayoral Election (American Political Behavior series)
Ginn and Company (1972), $7.80
14-48 players, 4-5 class periods

Simulates a mayoral election in a fictional midwestern city. Players take the roles of reporters, party leaders, candidates, and voters. Besides voting, they attend party meetings, bargaining sessions, and campaign rallies. Includes teacher's guide, participant guides, and duplicating masters.

Gr. 7-12
Kennedy, Charles L.
Votes: A Simulation of Organizing and Running a Political Campaign
Interact (1973), $12.00
35 players, 15 class periods

Can be used to simulate national, state, and local campaigns. Students are assigned to campaigns of major and minor parties or as representatives of the voters. Parties are given campaign resource allocations and then are expected to prepare speeches, news conferences, position papers, opinion polls, and other elements of waging a campaign. The election climaxes the exercise. Includes teacher's guide and students' guides.

Gr. 7-12
Kleitsch, Ronald G.
Campaign
Instructional Simulations, Inc. (1970), $145.00
16-32 players, 4-8 hours in ½ hour periods

Simulates in much detail the nomination and election of candidates for a state senate. Players take the roles of candidates, campaign managers, party workers, campaign election analysts, reporters, and representatives of various parts of the public sector. Parties pass resolutions on 19 issues, nominate candidates, and run campaigns for a period of eight simulated weeks. Based on midwest voting patterns and data from 1960-1970. Includes instructor's manual, candidate profiles, role descriptions, news release forms, pre-convention candidate support forms, media coverage forms, summaries of issues, advertising and promotion report forms, public sector contribution forms, party and public sector reporting forms, and candidate speaking engagement schedules.

Gr. 5-12, teacher
Theis, Paul A. and Donald M. Zahn
Hat in the Ring: The Presidential Nominating Game
Changing Times Education Service (1971), $9.95
3-27 players, 1-5 class periods

A board simulation game in which players take the roles of candidates, campaign managers, campaign treasurers, a banker, and a tally clerk. In "Stage 1, The Campaign", the candidates "travel" from state to state to try to gain as many convention delegates as possible. Decisions must be made as to campaign strategy, fund raising, and expenditures. In "Stage II, The Convention", caucuses, demonstrations, entertainment, and deals are used to win delegates if a candidate is not elected on the first ballot. Chance is a significant factor in the game. Includes game rules, playing board, candidate markers, national convention site marker, delegate markers, player cards, and play money.

Gr. 5-12, teacher
Young, Joseph and Marlene Young
Election: The Game for "President"
Educational Games Company (1974), $9.95
4 or more players, 30-60 minutes (or longer)

Intended to inform players about the fundamentals of the presidential election process. Players proceed in politics through roles as local, state, and national officials until presidential primaries are held. Campaigns are then waged for nomination and the national election. Alternative rules are presented so that the game can be based on dice throws or actual campaigns waged within the classroom. Suggestions are made for supplementary activities, class discussions, and projects. Includes teacher's guide, folding game board, career score wheel, game pieces, dice, opportunity cards, and combination score forms.

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Gr. 8-12
Yount, David and Paul DeKock
Division: A Simulation of the Divisive Issues of the 1850's and the Crisis Election of 1860
Interact (1968), $12.00
35 players, 20 class periods

Students role play the four candidates for president in 1860 and become involved in the issues surrounding the campaign. Teacher's guide includes examinations on information about the times, issues, and political process. Students' guides provided.

STATE AND LOCAL GOVERNMENT

Gr. 5-9
Allender, Donna and Jerome Allender
I Am the Mayor (Study Guides and Teaching Aides series)
Center for the Study of Federalism (1971), $50.00
Unlimited players, flexible playing time

Students play the mayor of a small city who must respond to complaints and appeals from phone calls, reports, letters, and newspapers. Informational help may be found in "The Mayor's Files," although the decisions must be made by each mayor. Includes teacher's manual and student materials containing "The Mayor's Work," "The Mayor's Questions," "The Mayor's Files," and "The Mayor's Decision." Designed for elementary children, but can be adapted for older youth.

Gr. 9-12, teacher
Community Service Volunteers
Greenham District Council
Community Service Volunteers (1974), £1.00 (about $2.34) plus postage
8-15 players, 1-2 hours

A British simulation of a district council meeting. The councillors discuss seven items on the agenda, five of which require funding. Since there is not enough money to go around, priorities have to be established. Can be adapted for use in this country. Includes teacher's notes, role sheets, name tags, briefing sheets, and agenda sheets.

Gr. 7-12, teacher
Community Service Volunteers
Industrial Location Game
Community Service Volunteers (1973), 40p (about $ .94) plus postage
15-30 players, 2 class periods

A British simulation in which players are representatives of various interest groups. They argue the pros and cons of suggested sites for a steel plant. Students are given broad arguments useful for each role assignment, but in many cases are encouraged to do further research to maximize their influence at a meeting of the interested parties. Can be adapted for use in this country. Includes reprint of news article, role descriptions, and instructions.

Gr. 7-12, teacher
Community Service Volunteers
South Street Hostel Storm
Community Service Volunteers (1975), 40p (about $ .94) plus postage
24 players, 2 class periods

A British simulation in which players take the roles of community members living in an area where the local authority wants to locate a hostel for mentally handicapped youth. A residents' association meeting is called at which arguments pro and con can be presented. Outside research on the problem is encouraged. Easily adaptable for use in this country. Includes reprint of news article, role descriptions, map of area, and instructions.

Gr. 7-12, teacher
Community Service Volunteers
Spring Green Motorway
Community Service Volunteers (1971), 40p (about $ .94) plus postage
24-30 players, 2 class periods

Students play residents of the community of Spring Green, some of whom are very upset about a proposed major highway which may be built nearby. A public meeting is held and opinions, pro and con, are expressed. Outside research on the problem is encouraged. This British simulation can be adapted for use in this country. Includes reprint of news article, role descriptions, some questions to be raised, and instructions.

Gr. 7-12, teacher
Dodge, Dorothy and Jimmie Powell
Mulberry
Paul S. Amidon and Associates, Inc. (1970), $57.50
30 players, 5-9 class periods

Players take the roles of citizens, city officials, and professional planners of Mulberry, a simulated urban community. Their goal is to create a workable plan for urban renewal. The plan must take into consideration local government planning, private development, the rights of all citizens who will be affected by the project, and requirements for receiving federal funds. Includes participants' manuals, sector manuals, role descriptions, and scoring forms.

Gr. 9-12, teacher
Feldt, Allan G.
CLUG: Community Land Use Game
The Free Press (1972), $5.50 (game manual only),
Urbex Affiliates Inc. (1972), $75.00 (complete kit)
5-20 players, 3-12 hours

A somewhat complicated simulation game giving students the opportunity to build a city based on principles similar to those operating when American cities were established. Players work in groups making decisions based on their private interests and the public good, showing the interrelationship between the two. Several variations of the game are provided. Instructor's manual and players' manuals provide all necessary information and forms.

Gr. 12, teacher
Feldt, Allan G.
W.A.L.R.U.S.: Water And Land Resource Utilization Simulation
Urbex Affiliates Inc. (1972), $75.00
15-30 players, flexible playing time

A very complex board simulation in which players, in teams representing various community interests, buy, sell, and develop land, water and community resources. The Township Board and City Council can restrict or encourage certain transactions. Players attempt to increase their economic and political strength, personal status, and/or the overall environmental quality of water resources. Includes guide, wooden playing pieces, playing board, record sheets, and play money.

Gr. 9-12, teacher
Goodman, Frederick L.
Policy Negotiations and Urban Games
Urbex Affiliates Inc. (1974), $75.00
10-30 players

Provides a model gaming process for creating your own games through five "priming" or sample games. The priming games are concerned with negotiations over school board policy disputes, the building of an industrial park and a regional shopping center, and other community decisions. Best used with advanced students. Kit includes operator's manual, players' manual, game board, and playing pieces.

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Gr. 7-12, teacher
Kleitsch, Ronald G.
Blight: An Urban Simulation (Urban Environment Education Series)
Instructional Simulations, Inc. (1972), $45.00
20-30 players, 6-8 class periods

Simulates some of the problems of urban decay. The city council of Zenith City is given money by the state legislature to study the city's needs and create social policy statements. Task forces are created to make recommendations to the city council. Students, representing various factions, must develop plans to improve the community. Includes instructor's manual, participant materials, sheets on the human factors involved, and playing forms.

Gr. 7-12, teacher
Kleitsch, Ronald G.
No Dam Action: An Ecology-Water Resource Simulation (Urban Environment Education Series)
Instructional Simulations, Inc. (1974), $115.00
20-40 players, 6-20 class periods

In this simulation, 22 water resource problems encourage students to analyze the political, social, and ecological problems involved in constructing sound environmental policies. Players represent elected and appointed government officials, as well as environmental, business and civic groups, concerned about what actions Zenith County will take concerning a proposed dam, nuclear power plant permit, and other water-related concerns. Includes teacher's guide, role descriptions, resource manuals, problem summaries, playing forms, map, and background information.

Gr. 7-12, teacher
Kleitsch, Ronald G.
Tracts: An Urban Land Simulation (Urban Environment Education Series)
Instructional Simulations, Inc. (1969), $45.00
12-40 players, 2-4 hours

The simulated community of Zenith City must decide how to use 16 city blocks. Four competing groups (city planning commission, urban housing proponents, industrialists, and land developers) use money, publicity, and various political manuevers to get the city council to approve their land use program. Includes instructor's manual, four sector manuals, land value key cards, tracts record sheets, news release sheets, property purchase agreement forms.

Gr. 7-12
Koppel, John A.
Urban America
Classroom Dynamics Publishing Company (1972), $21.50
20-36 players, 5-15 class periods

Simulates conditions in the community of San Tomas with students representing citizens of various ages, occupations, and income. (Though females are assigned to play wives, teachers can alter that stipulation in the role assignments.) Neighborhood groups discuss several issues—ranging from housing and the environment to crime and education—which face San Tomas, decide what action would be desirable for the city council to take, then vote on the issues. All necessary information and materials are provided in a book with tear-out pages.

Gr. 9-12, teacher
Lawson, Barry R.
New Town Educational Kit
Harwell Associates (1971), $28.00
3-20 players, 1-3 class periods

Simulates the creation of a new community 25 miles from a major city. Players attempt to build a pleasant community while acquiring wealth. They bid on and purchase property, erect buildings, and participate in town meetings. Intended to show the need for coalitions and compromise in creating viable communities. Includes playing board (map), building markers, play money, record sheets, dice, and plastic property markers.

Gr. 12, teacher
Rausch, Erwin
The Community (Economic Decision Game Series)
Didactic Systems, Inc. (1968), $13.20
30 players, 2-4 hours

A community tries to meet the need for more public services without a massive increase in taxes. In order to understand the complexity of the issues, students represent views of community taxpayers, employers and employees of local industries, and elected officials. May possibly be used with advanced high school students. Materials for 30 players included.

Gr. 5-8
Reese, Jay and John Wesley
Council: A Simulation of Problem-Solving at the Community Level
Interact (1974), $20.00
35 players, 15 class periods

After a simulated election for mayor and city council representatives, the remaining students take roles of the city recorder, newspaper reporters, planning commissioners, and citizens of Riverstream as 20 community issues are decided. Issues range from dog control and salary raises for city employees to slum housing and pollution. Includes teacher's guide and student manuals.

Gr. 9-12, teacher
Rosser, David
Pressure: A Simulation of Decision-Making in Local Government
Interact (1972), $12.00
36 players, several class periods

A simulation in three parts. Students playing members of a community council experience pressure from six groups as the council tries to make a decision on a proposed low-income housing development. In the second part, citizens elect public officials at a time when businessmen want to build a factory on historically valuable land. In part three, students form their own pressure groups to modernize high school curricula and facilities and approach the school board. Instructor's guide includes all necessary information. The simulations can be evaluated by a pressure influence point system, a final test, and student evaluations.

Gr. 8-12
Rosser, David
Taxes: A Simulation of How Major Taxes Affect Individual and Community Decisions
Interact (1974), $8.00
36 players, 6 class periods

Students play citizens of various occupations—from doctors and corporation presidents to disabled plumbers and unemployed artists—and try to determine what kinds of taxes are fair and from whom they should be collected. A community council holds public hearings. Includes considerations of income taxes, real property taxes, sales taxes, and nuisance taxes. Teacher's guide and students' guide provided.

Gr. 9-12
Ryan, Thomas P.
Reapportionment: A Confrontation Between Political Reformers and Devious Politicians
Simulation and Gaming Association (1973), $1.95
Up to 50 players, 3 class periods

Designed to help students understand some of the problems involved in reapportioning a state legislature. The hypothetical state of Northumberland has been directed by the courts to reapportion its Assembly. Players become members of the majority party which wants to preserve party strength while meeting the court's order. Game manual includes instructions, a state map, and data on each county.

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Gr. 8-12, teacher
Shirts, R. Garry
Metropolitics
Simile II (1970), $3.00 (for sample set), $25.00 (for complete kit)
18-35 players, 1-3 class periods or 1-2 hours

A simulation in which citizens of Skelter County try to reorganize their government. Players are assigned roles based on such variables as occupation, residence, salary, race, and family status. They evaluate each of six proposals and can form pressure groups encouraging adoption of the ones in their best interest. The six propositions are: a single unified government; a two-level (county and local) government; a government with special districts for particular functions; a municipal income tax; the institution of a blue ribbon panel to study the issues; and a neighborhood government plan. Includes director's manuals, participants' instructions, tokens, and pressure group cards.

Gr. 7-12, teacher
Twelker, Paul A.
Pollution: Negotiating a Clean Environment—A Simulation Exercise for Examining the Pollution Problem
Simulation Systems (1971), $22.50
4-32 players, 1-3 hours

In this simulation, students try to negotiate for the best possible environmental goals with as little compromise of personal and business goals as possible. Students (or teams of students) represent business and industry, state government, citizens, and conservationists as they consider a number of pollution issues in negotiation sessions. A scoring system allows players to keep track of how the quality of life is affected by their decisions. Contains four complete sets of materials, including instructor's manual and overhead transparencies.

Gr. 4-8
Wesley, John
Equality: A Simulation of the Struggle for Racial Equality in a Typical American City
Interact (1971), $12.00
36 players, 20 class periods

After a brief experience as slaves in a mythical society, players become citizens of an American city. Role assignments provide students with information on the age, ethnic background, education, occupation, income, and address of the persons they will play. Blacks can gain "image points" while studying black history, but can lose them under pressure from other sources in the community. Activities are culminated by a community crisis in which the school board must decide what to do about school integration. Teacher's and students' guides provide all necessary information.

Gr. 9-12, teacher
Western Behavioral Sciences Institute
Sitte
Simile II (1969), $3.00 (for sample set), $35.00 (for complete set for 25, $50.00 (for complete set for 35)
15-35 players, 1-5 class periods

Groups representing taxpayers, government officials, educators, business people, and the disenfranchised must decide in a limited time how to use their influence to change their city. Influence points can be used for and against several proposals relating to parks, employment, youth services, and taxes. Includes control guides, participants' instructions, status indicator chart, role cards, and forms.

Gr. 7-12, teacher
Yount, David and Paul DeKock
Sunshine: A Simulation of Current Racial Problems in a Typical American City
Interact (1972), $12.00
20-35 players, 16-22 class periods

Simulation designed to teach about black history in this country, examine racial attitudes in oneself and others, and give experience in persuasion. Students are "reborn" into particular ethnic and social groups in the city of Sunshine and its suburbs. Conflict arises over two issues, equal educational opportunity and crime control, and citizens form pressure groups to influence the school board and city council. Includes players' manuals, team manuals, administrator's manual, maps, charts, decision forms, pressure cards, assignments, and attitude tests.

THE NATIONAL SCENE

Gr. 12, teacher
Coplin, William D. and Leonard Stitelman
Budgetary Process (American Government Simulations Series)
Science Research Associates, Inc. (1969), $1.25
Unlimited players, 2 class periods, 3 homework hours

All students are asked to become presidential advisors and, as a homework exercise, prepare recommended budgets for six HEW programs. They must try to increase presidential popularity and take into account the need for congresssional approval. Class discussion includes public justification and private strategic explanations for budget allocations. Tables based on various assumptions about the political environment assist the instructor and class in evaluating the budgets. Designed for advanced high school and college students.

Gr. 12, teacher
Stitelman, Leonard and William D. Coplin
Congressional Committees (American Government Simulations Series)
Science Research Associates, Inc. (1969), $1.25/student handbook
6-20 players, 2-4 class periods

Players take the roles of joint congressional committee members. Representatives and senators meet separately in caucuses and together in a formal meeting to write a compromise version of two anticrime bills. Designed for college students, but may be used with advanced high school students.

Gr. 9-12
Gillespie, Judith A.
Bottleneck (American Political Behavior series)
Ginn and Company (1972), $57.65
4-72 players, 3-4 class periods

A card and board game which teaches students how bills are passed into law. By playing roles of senators and representatives, students must deal with problems similar to those real members of Congress face in supporting or opposing legislation. Includes teacher's guide, six participant guides, six board games, six decks of cards, and a transparency diagram. Game set also includes materials to play *Ninth Justice* (also described in this catalogue).

Gr. 9-12
Gillespie, Judith A.
Influence: A Simulation of National Policy-Making (American Political Behavior series)
Ginn and Company (1972), $7.80
21-51 players, 4-5 class periods

Players become senators and representatives, government bureaucrats, reporters, interest group leaders, and the president in this simulation of policy-making on major issues before Congress. Includes teacher's guide, participant guides, and duplicating masters.

Gr. 7-12
Kennedy, Charles L.
Amnesty: A Simulation Dealing with the Problem of Amnesty Following the Vietnam War
Interact (1974), $8.00
15-40 players, 3-5 class periods

Students take the roles of members of clemency boards, military and civilian advocates and opponents of amnesty, and deserters and draft evaders. Hearings on 15 hypothetical cases are conducted. Teacher's guide and students' guides provided.

Gr. 8-12
Lacey, William
Espionage: A Simulation of the Rosenbergs' Trial of 1951
Interact (1974), $12.00
35 players, 3-5 class periods

Students examine the anti-communist mood of the 1950's, the justice of the use of capital punishment for conspiracy in committing espionage, and the validity of evidence in the trial of Julius and Ethel Rosenberg. The trial is reconstructed and the jury reaches its own conclusion. Includes teacher's guide and students' guides.

Gr. 8-12
Peterson, Arthur
Peace: A Simulation of War-Peace Issues During the Wilsonian Period
Interact (1972), $12.00
35 players, 20 class periods

In the first phase of this simulation (beginning in 1914), each player joins one of the following factions: idealists, realists, Anglophiles, Francophiles, and Germanphiles. The factions, through letters and newspapers, try to influence America's role in World War I and the decisions facing President Wilson at the Versailles Conference. In phase two, students play senators who consider the Treaty of Versailles. Includes teacher's guide and students' guides.

Gr. 8-12
Rosser, David
Defense: A Simulation of the Forces Which Shape Our Defense Budget
Interact (1975), $8.00
35 players, 3-5 class periods

Students become members of a congresssional armed forces committee or one of five special interest groups which present their views on defense needs to the committee. After the committee draws up a final bill concerning defense budget allocations, it is sent for debate to both houses and then to the president for veto or signature. Includes teacher's guide and students' guides.

Gr. 10-12
Rosser, David
Spiral: A Simulation of Our Struggle To Control Inflation
Interact (1974), $8.00
35 players, 3-5 class periods

After some students are assigned roles as president, head of labor lobby, head of government employees, head of business groups, head of farmers, head of consumers, and head of bankers/investors, other students choose a faction which interests them and work with their leader to determine the most appropriate way to deal with an inflation crisis. Each group presents its proposal to the president who, with the help of an economic advisor, must make a proposal to Congress. Congress enacts legislation which the president then must sign or veto. Includes teacher's guide and students' guides.

Gr. 12, teacher
Stitelman, Leonard and William D. Coplin
The Congressman at Work (American Government Simulations Series)
Science Research Associates, Inc. (1969), $2.00/student handbook
Unlimited players, 2 class periods, 1½ homework hours

Tries to provide students with an understanding of the pressures influencing a congressman's behavior and decisions. Students are asked, as a homework assignment, to act as congressmen responding to questions raised in letters and media by their constituents, colleagues in the House, and the president of the United States. Simulation can also be based on new roles created from data about actual congressmen. Designed for college students, but may be used with advanced high school students.

Gr. 7-12, teacher
Western Behavioral Sciences Institute
Napoli
Simile II (1965), $3.00 (for sample kit), $35.00 (for complete kit for 25), $50.00 (for complete kit for 35)
18-35 players, 3-5 class periods

Simulates a legislature resembling Congress. Players take roles as representatives of one of two political parties from eight fictional states. They must work for or against 11 bills. Legislators must consider their own opinions, the views of their party, and the desires of their constituency, as well as the pressures applied by other legislators. Complete kit includes teacher's guide, participant instructions, and forms.

Gr. 7-12, teacher
Yount, David and Paul DeKock
Panic
Interact (1968), $12.00
25-36 players, 23 class periods

The game indicates the political beliefs and attitudes of Republicans, Democrats, and independents in 1920. Players begin by taking an attitude test, the results of which place them in one of these groups (party switching is later allowed). They are then assigned roles based on their occupation or pressure group affiliation, geographic region, social position, and amount of wealth. The game simulates the effects of the stock market crash, bank closures, and subsequent legislative efforts to overcome the Depression. Administrator's manual includes playing forms, instruction sheets, pre- and post-test, and suggested assignments.

THE INTERNATIONAL ARENA

Gr. 9-12, teacher
DalPorto, David and John Koppel
The War Crimes Trials
History Simulations (1974), $17.50
25-40 students, 10 class periods

Simulates war crimes trials in Germany after World War II. Students take the roles of judges, witnesses, lawyers, and four of the accused in two separate mock trials. Includes all necessary information and forms.

Gr. 7-12, teacher
DeKock, Paul and David Yount
Destiny
Interact (1969), $12.00
16-35 players, 5-15 class periods

Simulates the political situation in 1897-1898 as President McKinley and the Congress must decide whether or not to declare war on Spain. Participants play President McKinley and members of pro- and anti-war factions (Spanish diplomats,

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Cubans in the U.S., businessmen, newspapermen, imperialists, anti-imperialists) as they deal with the foreign policy issues of the time. Includes instructor's guide, players' manuals, and team manuals. Guide includes an overview test and exercises which encourage students to distinguish fact from opinion.

Gr. 12, teacher
Feraru, Anne T.
International Conflict (Consortium for International Studies Education Series)
Learning Resources in International Studies (1974), $2.00
Unlimited players, 12-26 class periods

A series of 12 exercises designed to give students insight into the nature of conflict, especially international conflict. Includes a self-inventory on attitudes toward conflict, an analysis of the ways social scientists approach conflict, role-playing exercises in which decisions concerning international conflict must be made, and other activities. Designed for college students, but adaptable for use by high school students. Manual includes all necessary information.

Gr. 12, teacher
Gamble, John
The Uses of the Sea (Consortium for International Studies Education Series)
Learning Resources in International Studies (1974), $2.00
14-28 players, 3-4 class periods

Simulates conflicts which might arise among seven nations over uses of the sea. Players take the roles of heads of states, foreign policy advocates, and domestic interests advocates. They must negotiate with other players to achieve mutually agreeable positions on uses of the sea. Four optional follow-up exercises are provided. Designed for college students, but adaptable for use by advanced high school students. Participants' manual includes all necessary information.

Gr. 9-12, teacher
Herbert, Beverly, Anne Stadler and the World Without War Council of Greater Seattle
World Without War Game
World Without War Council of Greater Seattle (1971), $10.00
20-40 players, 5-8 class periods

Simulation kit designed to be played by adults over a weekend, but containing instructions on adapting it for high school students to play during class time. Intended to make players aware of the dangers of war and motivate them to develop programs helpful in establishing world order where international conflicts would be resolved without mass violence. Players simulate war by taking roles of soldiers, advisors, military officers, supreme commander, and negotiator. Kit also contains other activities for discussions. Includes leader's book, whistles, sets of armbands, top secret cards, fate cards, melodrama scripts, and *To End War* (book).

Gr. 5-12
Linehan, Thomas E. and Barbara Ellis Long
The Road Game: A Project in Art and Social Science
Seabury Press (1970), $1.95/teacher's book, $1.45/students' book
16-32 players, 1-3 class periods

The game "board" (squares of large paper on the floor) can be constructed from art supplies available in most schools. Teams of students attempt to "build" (paint) the most roads while having to adhere to some intentionally complex rules. Disputes are bound to arise which the players themselves must settle. Intended to represent communication problems confronting diplomats and others representing groups which are interdependent. The game play is followed by a hearing at which complaints against other groups can be heard and decided by majority rule. Teacher's book contains all necessary information. Students' book contains several related exercises and activities.

Gr. 7-12, teacher
Nesbitt, William A.
Guns or Butter
Simile II (1972), $25.00
18-28 players, 2 or more periods or 1½ hours

Players become ministers within several nations. They try to promote decisions aiding their country's economic and social affairs without endangering international order. Includes director's manual, players' manual, tokens, trade agreement earning forms, trade agreement pad, resource allocation boards, board covers, and nation shields.

Gr. 9-12, teacher
Pegas, Arthur P.
Nuremberg: A Simulation of the International Military Tribunal of 1945-1946
Interact (1972), $12.00
18-38 players, 15 class periods

Recreates the trial of Nazi leaders. Provides background information sheet (which requires further research by students), defendants' biographies, role instructions, and evidence samples for preparing the prosecution and defense cases.

Gr. 8-12
Peterson, Arthur
Peace: A Simulation of War-Peace Issues During the Wilsonian Period
Interact (1972), $12.00
35 players, 20 class periods

In the first phase of this simulation (beginning in 1914), each players joins one of the following factions: idealists, realists, Anglophiles, Francophiles, and Germanphiles. The factions, through letters and newspapers, try to influence America's role in World War I and the decisions facing President Wilson at the Versailles Conference. In phase two, students play senators who consider the Treaty of Versailles. Includes teacher's guide and students' guides.

Gr. 7-12
Smith, Daniel Caleb
Trade-Off at Yalta
Scott Education Division (1972), $28.00
12 or more players, 2-6 class periods

Simulates international negotiating situations encountered by Roosevelt, Churchill, and Stalin at Yalta in 1945. Players take the roles of chiefs of state and their advisers. Decisions and agreements must be negotiated, and students must learn the art of compromise. Also useful in teaching some of the specific problems facing the leaders of major governments at the end of World War II. Includes advisers' briefcases, profile cards, summaries of Yalta agreements, political cartoons, record containing background for play, map, debriefing chart, reparations statement in Russian, and classified message.

Gr. 9-12, teacher
Thorpe, Gerald
Conflict
Simile II (1974), $7.50 (for "do it yourself" instructions), $50.00 (for complete kit)
27-42 players, 5-8 class periods

Simulates a world of disarmed nations in which distrust and nationalistic tendencies predominate. A world government (based on a system of checks and balances) must deal with various conflicts. Complete kit includes director's instructions, participants' manuals, chips, wall map, and other materials.

Gr. 9-12, teacher
Thorpe, Gerald
Confrontation: The Cuban Missile Crisis
Current Affairs Films (1971), $150.00
24-36 players, 1-3 class periods

A simulation of the Cuban missile crisis designed to introduce students to the complexities of maintaining peace. Presents the crisis as seen by Cuba, the U.S.S.R., and the United States. Participants play leaders, advisers, and citizens of each country, many of whom hold different points of view and must work together to develop effective strategies. The game demonstrates that peace based on "balance of power" is sometimes difficult to maintain. Game includes teacher's guide, staff memos, and data books, as well as four sound filmstrips and 35 copies of a booklet comparing media coverage of the crisis in the U.S.S.R., Cuba, and the United States.

Gr. 8-12, teacher
Western Behavioral Sciences Institute
Crisis
Simile II (1966), $3.00 (for sample kit), $25.00 (for complete kit for 25), $30.00 (for complete kit for 35)
18-35 players, 3 class periods or 2 hours

Six fictional nations compete to obtain a rare element while attempting to avoid national destruction and maintain the present governments in office. Players take roles of messengers, members of the world press corps, analysts, and decision makers. Time limits are set for each period of play to simulate real pressure. Includes control guides, participant instructions, and forms.

Gr. 9-12, teacher
Western Behavioral Sciences Institute
Plans
Simile II (1966), $3.00 (for sample kit), $35.00 (for complete set for 25), $50.00 (for complete set of 50)
12-35 players, 4-10 class periods

Players become members of interest groups (military, civil rights, nationalist, internationalist, business, and labor) trying to produce social change. Each group has "influence points" which can be used for and against 15 government policies. The outcome depends on how and when points are allocated Each group also has the option of working with others. Complete kit includes control guides, participant instructions, and forms.

Gr. 9-12
World Affairs Council of Philadelphia
Simulation: The Decision-Making Model
World Affairs Council of Philadelphia (1968), $5.00
16-50 players, 5-9 class periods

Simulates decision-making in world politics. Participants play heads of governments, budget directors, defense ministers, and influential citizens. They must decide on the most advantageous goals for their countries and the most appropriate means of reaching the goals. Includes teacher's guide, nation profiles, policy goal sheets, budget forms, and other information and forms.

Gr. 8-12
Yount, David and Paul DeKock
Mission: A Simulation of American Foreign Policy in Vietnam
Interact (1969), $12.00
30-40 players, 15 class periods

Players join one of six factions representing major American viewpoints about the Vietnam war. Each faction must develop the philosophy behind its positions and present it to the Senate Foreign Relations Committee and to the president (through a representative in his cabinet). The president and his press secretary try to obtain public opinion popularity points while faction members work for presidential influence points. Concludes with a presidential decision in a foreign policy crisis and a short campaign for re-election. Includes teacher's guide and students' guides.

VI. TEACHER RESOURCES

Teacher
Boocock, Sarane S. and E. O. Schild, editors
Simulation Games in Learning
Sage Publications, Inc. (1968), $10.95
320 pages, hardback

Contains a series of essays describing the uses and impact of simulation games and discussing the rationale of gaming. Includes a selective bibliography and a directory of organizations involved in researching and developing simulation games.

Teacher
Boocock, Sarane S. and Gail M. Fennessey, editors
Simulation and Games: An International Journal of Theory, Design, and Research
Sage Publications, Inc. $12.00/year for individuals; $20.00/year for institutions

Scholarly journal containing articles on simulation theories, use of simulation games, reviews of new books and games in the field, and other items for those with more than casual interest in simulation. Published four times yearly.

Teacher
Chapman, Katherine
Guidelines for Using a Social Simulation/Game
Social Science Education Consortium, Inc. (1973), $1.20
28 pages, paperback

Designed to help teachers get the maximum educational value out of simulations, including suggestions as to how to prepare for, conduct, and debrief activities. Gives several specific suggestions which are not included in many instructors' guides.

Teacher
Chapman, Katherine and Jack E. Cousins
Simulation/Games in Social Studies: A Report
Social Science Education Consortium, Inc. (1974), $3.75
87 pages, paperback

A study of over 100 teachers who have used simulation games, including both anecdotal and statistical evidence. Reports on placement of simulations in the curriculum, range of use, effectiveness, and other factors.

Teacher
Chesler, Mark and Robert Fox
Role-Playing Methods in the Classroom
Science Research Associates, Inc. (1966), $2.00
86 pages, paperback

Presents the theory and practical application of role play in the classroom. Includes some sample activities, advice to teachers on how to get the most out of role playing experiences, and information on evaluating role playing.

Teacher
Gibbs, G. I., editor
Handbook of Games and Simulation Exercises
Sage Publications, Inc. (1974), $12.00
240 pages, hardback

A directory of English and American games and simulations. Covers all grade levels (including college and post-graduate study) and many subject areas. Includes analytic frameworks for understanding simulations, a glossary of words commonly used in simulation, extensive bibliographies, and brief descriptions of almost 2000 games.

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Teacher
Gordon, Alice Kaplan
Games for Growth: Educational Games in the Classroom
Science Research Associates, Inc. (1972), $3.96
205 pages, paperback

Explores the uses of games and simulations as educational tools. Also presents the philosophy and history of gaming, the procedures of conducting and evaluating and planning educational game experiences, and describes several games for grades K-12.

Teacher
Inbar, Michael and Clarice Stasy Stoll
Simulation and Gaming in Social Science
The Free Press (1972), $10.95
313 pages, hardback

Presents the theory and origins of simulation exercises and case studies, how some social science simulation games developed, and the process of designing and evaluating such games. Appendices include annotated bibliography and descriptions of some games.

Teacher
Law in American Society Foundation
Law in American Society
Law in American Society Foundation, free

This journal carries many useful articles for teachers of law-related studies and usually provides outlines of simulation games, mock trials, and other classroom activities for elementary and secondary law-related units. Issues are either general or thematic. Special topics include: the police, law and justice, international criminal law, juvenile justice, justice for women, etc. Some back issues are available. Published four times yearly.

Teacher
Law in American Society Foundation
Simulation Games (Law-Focused Audio-Visual Series)
Law in American Society Foundation (1972), free loan (limited supply)

A 15 minute color audio-visual set (slides and audio tape cassette) which presents rationale for use of simulation games in the classroom and describes four games which are appropriate for elementary and secondary students: "The Island Game," "The Chalk Game," "Apportionment," and "Police Patrol."

Teacher
Livingston, Samuel A.
How To Design a Simulation Game
Academic Games Associates, Inc. (1972), $ .25
1 page (mimeographed)

Identifies and briefly describes eight components necessary for developing worthwhile simulation games.

Teacher
Livingston, Samuel A.
Six Ways To Design a Bad Simulation Game
Academic Games Associates, Inc. (1972), $ .25
1 page (mimeographed)

Briefly describes six components of badly designed simulations. May give teachers criteria for evaluating games or developing games on their own.

Gr. 10-12, teacher
Livingston, Samuel A. and Clarice Stasy Stoll
Simulation Games: An Introduction for the Social Studies Teacher
The Free Press (1973), $4.95
107 pages, paperback

Helps the teacher who is unfamiliar with simulation games to understand their potential, select appropriate games, and design, lead, and evaluate simulation activities. Contains comparisons among different types of games, a list of publishers, and suggestions for further reading. Also includes all materials necessary (in the form of tear-out pages) to play "The Inner-City Housing Game," a game which can be used by high school students and adults interested in exploring some of the housing problems of the inner city.

Teacher
McLean, Harvard W. and Michael J. Raymond
Design Your Own Game (revised edition)
Simulation and Gaming Association (1975), $2.95
100 pages, paperback

Intended to assist teachers and others who wish to design their own simulation games. Discusses game format, objectives, limiting factors, types of interaction, scope and sequence, establishment of rules, evaluation procedures, and the development of an instructor's manual. Includes sample game and bibliography.

Teacher
New York State Bar Association Committee on Citizenship Education
Mock Trial Manual
New York State Bar Association (1975), single copies free
22 pages, paperback

Designed to assist secondary school teachers prepare and present mock trials for criminal cases, civil cases, and appeals. Includes one sample script, follow-up questions, and a listing of courts in the metropolitan New York City area.

Gr. 1-6, teacher
Shaftel, Fannie R. and George Shaftel
Role-Playing for Social Values: Decision-Making in the Social Studies
Prentice-Hall, Inc. (1967), $10.75
431 pages, hardback

Discusses role playing and simulations especially as means of providing practice in decision-making. Places primary emphasis on role playing in the elementary grades. Includes numerous examples of how role playing can be used, as well as an extensive collection of stories which can serves as bases for role-playing activities about honesty, responsibility, fairness, and other basic legal/moral concepts.

Teacher
Simulation and Gaming Association
SAGA Journal
Simulation and Gaming Association, $5.00/yearly membership

Yearly membership in the Simulation and Gaming Association provides four issues of the *SAGA Journal*, membership directory and certificate, eligibility for reduced prices for SAGA simulations, and a free gift. The *Journal* includes articles on the use of games, new simulations, and other information of interest to those who use and design simulation games.

Teacher
Simulation/Gaming/News, Inc.
Simulation/Gaming/News
Simulation/Gaming/News, Inc., $6.00/year

Periodical reports on news about simulation. Includes articles on new games, methods, evaluation, and other related topics helpful to those who develop and use simulations on all grade levels. Published six times yearly.

Teacher
Simulation Sharing Service
Simulation Sharing Service Newsletter
Simulation Sharing Service, $5.00/year

A newsletter, published ten times yearly, which announces new simulations, simulation training events and workshops, and other information helpful to those interested in using simulation activities. Although the newsletter is a church-based publication, the information it contains will be helpful to public school teachers.

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Teacher
Taylor, John L. and Rex Walford
Simulation in the Classroom
Penguin Books (1972), $2.50
190 pages, paperback
Defines simulation and presents the historical background, uses, advantages, and disadvantages of classroom simulations. Also describes six games in detail. Includes a directory of simulation developers, bibliography, and other references.

Teacher
Twelker, Paul A., editor
Instructional Simulation Systems: An Annotated Bibliography
Continuing Education Publications (1969), $6.75
286 pages, paperback
Extensive bibliography of simulation games, as well as articles and books relating to simulation.

Teacher
Twelker, Paul A. and Kent Layden
Educational Simulation/Gaming
ERIC Clearinghouse on Media and Technology (1972), $1.50
19 pages, paperback
Makes clear distinctions among "simulations," "games," and "planning exercises." Includes bibliography and directory of organizations involved in simulation and gaming activities.

Teacher
Zuckerman, David W. and Robert E. Horn
The Guide to Simulations/Games for Education and Training
Information Resources, Inc. (1973), $25.00
501 pages, paperback
A comprehensive annotated review of simulation games in all fields, for all ages. Also includes articles about simulations and their uses. A new edition of *The Guide* is expected in late 1975.

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SERIES

American Government Simulations Series
Available from: Science Research Associates, Inc.

The American Constitutional Convention
Budgetary Process
The Congressman at Work
Congressional Committees
Presidential Election Campaigning

American Political Behavior
Available from: Ginn and Company

Bottleneck: A Board Game of Legislative Process (included with Ninth Justice)
City Hall: A Simulated Mayoral Election
Influence: A Simulation of National Policy-Making
Ninth Justice: A Board Game of the Supreme Court and Judicial Process

Awareness Games
Available from: John Knox Press

Agenda: A Simulation of Decision-Making in a Church Assembly
Center City: A Simulation of Urban Poverty
The Baldicer: A Simulation Game on Feeding the World's People
Witherspoon Church: A Simulation of Decision-Making in a Local Church

Consortium for International Studies Education Series
Available from: Learning Resources in International Studies

Cross National Data Analysis
Diplomatic Practices
Global Analysis: A Data Scheme and Deck for Univariate and Bivariate
A Handbook for Library Research in International Relations
International Conflict
Introduction to the Global Society
Methods of Univariate and Bivariate Analysis
The Uses of the Sea

Economic Decision Game Series
Available from: Didactic Systems, Inc.

Banking
Collective Bargaining
The Community
The Firm
International Trade
The Market
The National Economy
Scarcity and Allocation

Fieldstaff Perspectives of Teaching-Learning Series Packets for Secondary Schools
Available from: American Universities Field Staff, Inc.

KORUPSI
Man at Aq Kupruk, A Town in Northern Afghanistan
Perspective on Africa
Southeast Asia: Amidst Diversity Is Unity Possible?
Urbanization—Cities Around the World: "Looking at Ourselves—U.S.A."

Future Planning Games
Available from: Greenhaven Press

Constructing a Life Philosophy
Constructing a Political Philosophy

Determining America's Role in the World
Determining Family and Sexual Roles
Facing the Ecology Crisis
Planning Tomorrow's Prisons
Planning Tomorrow's Society

Glencoe Press Criminal Justice Series
Available from: Glencoe Press

Arrest, Search and Seizure
The Basic Processes of Criminal Justice
Control, Treatment, and Rehabilitation of the Juvenile Offender: Basic Perspectives
Corrections in America: An Introduction
Counseling on Alcoholism and Related Disorders
Effective Municipal Police Organization
Elements of Police Supervision
First Aid and Emergency Rescue
Fundamentals of Law Enforcement
Introduction to Modern Police Firearms
Issues in Corrections: A Book of Readings
The Justice Game: A Simulation
The Koga Method: Police Baton Techniques
The Koga Method: Police Weaponless Control and Defense Techniques
Marijuana: The Second Trip
Narcotics and Drug Dependence
Narcotics and Hallucinogenics: A Handbook
The Police and the Community
Police Patrol Pointers
Preliminary Investigation and Police Reporting: A Complete Guide to Police Written Communication
Process and Impact of Justice
Readings in Criminal Justice

Study Guides and Teaching Aids
Available from: Center for the Study of Federalism

American Federalism: A Working Outline
Citation Manual for United States Government Publications
Federal Grants, the National Interest and State Response: A Review of Theory and Research
I Am the Mayor
Intergovernmental Relations in the United States: Selected Books and Documents on Federalism and National-State-Local Relations
Legisim: A Legislative Simulation Game
Local Government and Politics in Israel: A Preliminary Research Guide
Studying the Civil Community: A Guide for Mapping Local Political Systems
The United States Political System
Urban Simulation Modeling Handbook

Syracuse Learning Packages in Policy Science
Available from: Learning Resources in International Studies

The Good Society Exercise: Problems of Authority, Justice, and Order in Policy-Making
An Introduction to Social Science Research
Introduction to SPSS: A Programmed Course
Princedown Student Manual: A Gaming Approach to the Study of Policy Issues
Probe User's Manual

Urban Environment Education Series
Available from: Instructional Simulations, Inc.

Blight: An Urban Simulation
IMPACT: A Community Problem—Solving Simulation
No Dam Action: An Ecology—Water Resource Simulation
Tracts: An Urban Land Simulation
Transit: An Urban Transportation and Traffic Simulation

You! Games Series
Available from: Creative Resources

You! Commitment Games
You! Crisis Resolution Games

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DISTRIBUTORS

Academic Games Associates, Inc.
430 East 33rd Street
Baltimore, Maryland 21218

American Universities Field Staff, Inc.
3 Lebanon Street
Hanover, New Hampshire 03755

Paul S. Amidon and Associates, Inc.
4329 Nicollet Avenue South
Minneapolis, Minnesota 55409

Center for the Study of Federalism
Temple University
Philadelphia, Pennsylvania 19122

Changing Times Education Service
1729 H Street, N.W.
Washington, D. C. 20006

Civic Educational Aids Co.
513 Holly Avenue
Crookston, Minnesota 56716

Classroom Dynamics Publishing Company
231 O'Connor Drive
San Jose, California 95128

Community Service Volunteers
237 Pentonville Road
London N1 9NJ
ENGLAND

Constitutional Rights Foundation
6310 San Vicente Boulevard
Los Angeles, California 90048

Continuing Education Publications
P.O. Box 1491
Portland, Oregon 97207

Creative Resources
P.O. Box 1790
Waco, Texas 76703

Current Affairs Films
24 Danbury Road
Wilton, Connecticut 06897

Didactic Systems, Inc.
Box 457
Cranford, New Jersey 07016

Educational Games Company
Box 363
Peekskill, New York 10566

ERIC Clearinghouse on Media and Technology
For information on ordering, write:
Box E, School of Education
Stanford University
Stanford, California 94305

The Free Press
Department F
Riverside, New Jersey 08075

Gamed Simulations Inc.
Suite 1043
500 Fifth Avenue
New York, New York 10036

Games Central
Abt Associates Inc.
55 Wheeler Street
Cambridge, Massachusetts 02138

Ginn and Company
Xerox Education Center
P.O. Box 2649
Columbus, Ohio 43216

Glencoe Press
100 W. Brown Street
Riverside, New Jersey 08075

Greenhaven Press
Box 831
Anoka, Minnesota 55303

Harwell Associates
Box 95
Convent Station, New Jersey 07961

History Simulations
P.O. Box 2775
Santa Clara, California 95051

Information Resources, Inc.
P.O. Box 417
Lexington, Massachusetts 02173

Institute of Urban and Regional Development
316 Wurster Hall
University of California
Berkeley, California 94720

Instructional Simulations, Inc.
2147 University Avenue
St. Paul, Minnesota 55114

Interact
Box 262
Lakeside, California 92040

Involvement
3521 E. Flint Way
Fresno, California 93726

John Knox Press
341 Ponce de Leon Avenue
Atlanta, Georgia 30308

Jurisprudence, Ltd.
1 North LaSalle Street
Chicago, Illinois 60602

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Law, Education And Participation
Temple University Law School
1715 North Broad Street
Philadelphia, Pennsylvania 19122

Law in American Society Foundation
33 North La Salle Street
Suite 1700
Chicago, Illinois 60602

Learning Resources in International Studies
60 East 42nd Street
New York, New York 10017

Minnesota Mining and Manufacturing Company
3 M Center
St. Paul, Minnesota 55101

National Academic Games Project
Box 214
Newhall, California 91322

New York State Bar Association
One Elk Street
Albany, New York 12207

Penguin Books
7110 Ambassador Road
Baltimore, Maryland 21207

Prentice-Hall, Inc.
Englewood Cliffs, New Jersey 07632

Sage Publications, Inc.
275 South Beverly Drive
Beverly Hills, California 90212

Science Research Associates, Inc.
259 East Erie Street
Chicago, Illinois 60611

Scott Education Division
104 Lower Westfield Road
Holyoke, Massachusetts 01040

Seabury Press
815 2nd Avenue
New York, New York 10017

Simile II
1150 Silverado
P.O. Box 1023
La Jolla, California 92037

Simulation and Gaming Association
4833 Greentree Road
Lebanon, Ohio 45036

Simulation/Gaming/News
Box 3039
University Station
Moscow, Idaho 83843

Simulation Sharing Service
221 Willey Street
Morgantown, West Virginia 26505

Simulation Systems
c/o Paul A. Twelker
Black Butte Ranch, Oregon 97759

Social Science Education Consortium, Inc.
855 Broadway
Boulder, Colorado 80302

Social Studies School Service
10,000 Culver Boulevard
Culver City, California 90230

Urbex Affiliates Inc.
P.O. Box 2198
Ann Arbor, Michigan 48106

WFF'N PROOF Learning Games Associates
1490-YT South Boulevard
Ann Arbor, Michigan 48104

World Affairs Council of Philadelphia
The John Wanamaker Store
Third Floor Gallery
Thirteenth and Market Streets
Philadelphia, Pennsylvania 19107

World Without War Council of Greater Seattle
1514 Northeast 45th Street
Seattle, Washington 98105

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SUGGESTIONS FOR FUTURE EDITIONS

1. What additional games or simulations in the field of law-related education should be included?

2. What suggestions do you have for improving the organization of this catalogue?

3. What books or audio-visual materials have been helpful to you in teaching law-related courses?

4. What subjects would you like to see in future issues of *Working Notes*?

Please mail suggestions to:
Special Committee on Youth Education for Citizenship
American Bar Association
1155 East 60th Street
Chicago, Illinois 60637